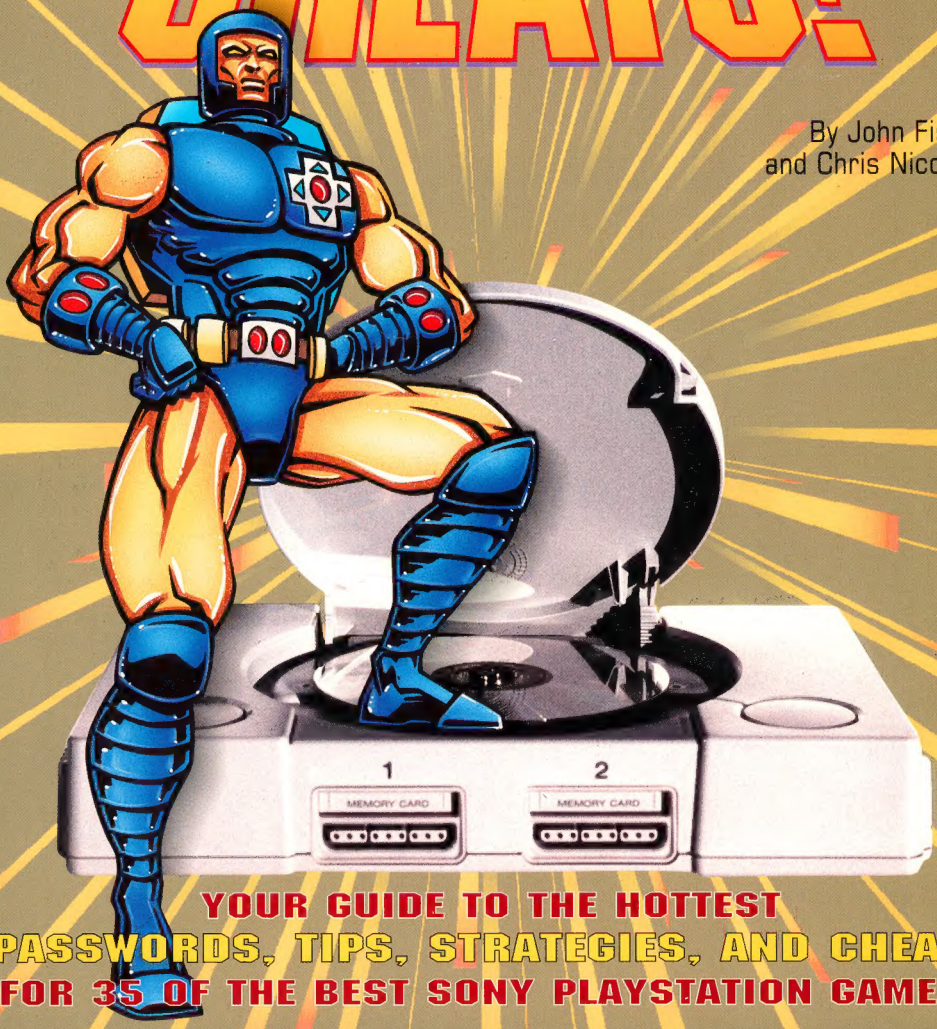
ULTIMATE PLAYSTATION CHEATS!

By John Fisher
and Chris Nicolella



YOUR GUIDE TO THE HOTTEST
PASSWORDS, TIPS, STRATEGIES, AND CHEATS
FOR 35 OF THE BEST SONY PLAYSTATION GAMES!

GAMEPRO® OFFICIAL PLAYER'S GUIDE

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OFFICIAL PLAYER'S GUIDE

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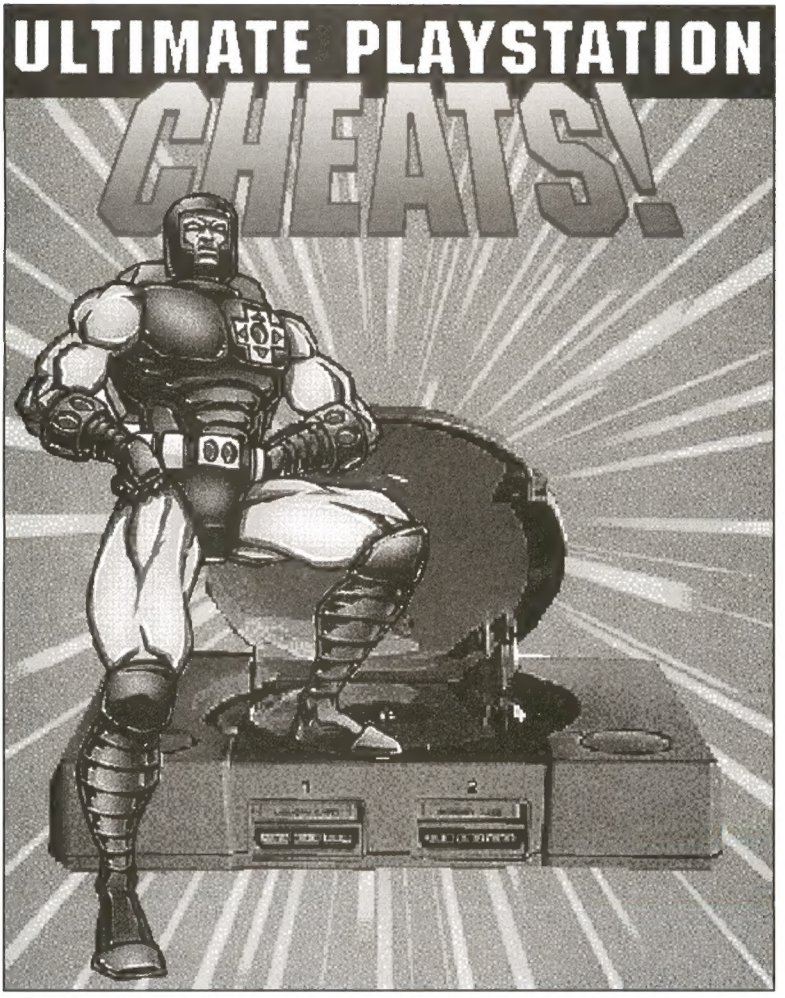

By
John Fisher and Chris Nicolella

To Silva Fisher,
and a very special thanks to the man.

John Fisher

To the real Enos. Yes, he does live.
And thanks for the loving support from
my parents, coworkers, and Casey.

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Introduction

Welcome to the *Ultimate PlayStation Cheats!,* brought to you by the editors of *GamePro*. We play video games for a living here at *GamePro*, so we know what kinds of information helps us to improve our gaming fun. When we sat down to write this book, we asked ourselves, "What does the serious PlayStation gamer want in a book?" The answer seemed pretty straight-forward: tips and cheats and codes and passwords and strategies! So that's what we've packed into this book. You'll find in these pages the hottest tips, tactics, cheats, move lists and walk-throughs for the hottest games on the hottest next-generation system out there. 'Nuff said, let's get to the good stuff!

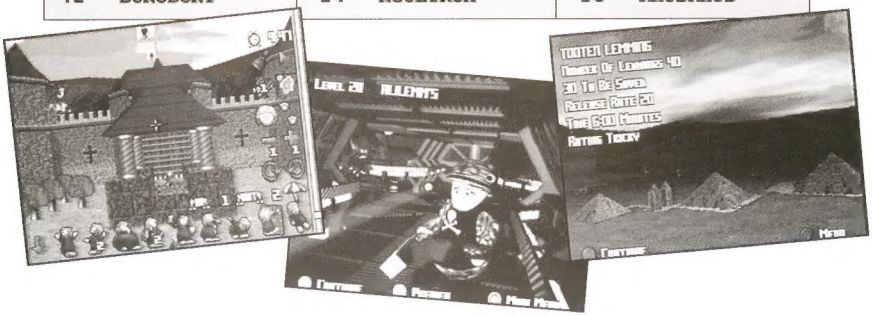
John Fisher
Chris Nicolella
January 1996

3D Lemmings

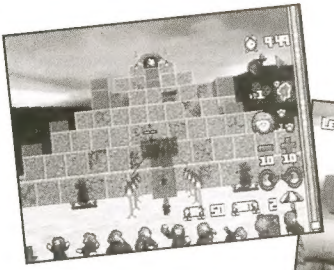
Level-Leaping Passwords

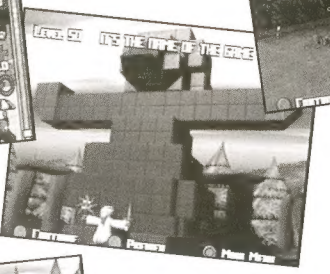
Here are all the passwords to 3D Lemmings — that's right, all 80 of them! All you need to do is go to the password screen and plug 'em in to be transported to the corresponding level.

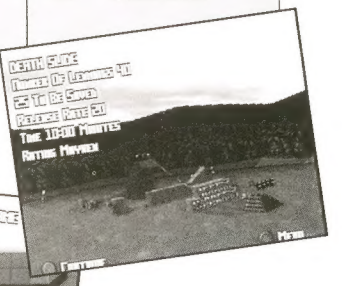
LEVEL	PASSWORD	LEVEL	PASSWORD	LEVEL	PASSWORD
1	LEWISIAN	13	NAINSOOK	25	COTTABUS
2	BLIMBING	14	YAKIMONA	26	BEDAGGLE
3	FANAGALO	15	FUMITORY	27	EPICALYX
4	DRICKSIE	16	CINGULUM	28	HOMALOID
5	KURTOSIS	17	BESLAVER	29	LALLYGAG
6	GREGATIM	18	ANABLEPS	30	BILABIAL
7	WALLAROO	19	QUINCUNX	31	CACOFOGO
8	AVENTAIL	20	TARLATAN	32	METAVURT
9	GAZOGENE	21	KAMACITE	33	SLOWBURN
10	JINGBANG	22	GUMMOSIS	34	PELLUCID
11	DIALLAGE	23	PRODNOSE	35	MAKIMONO
12	BUNODONT	24	NGULTRUM	36	KHUSKHUS

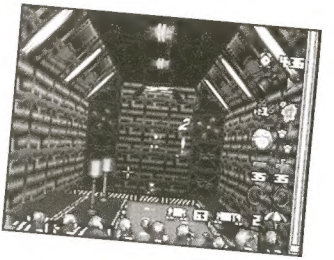


LEVEL	PASSWORD	LEVEL	PASSWORD	LEVEL	PASSWORD
37	DISPLODE	52	WOBEGONE	67	VELLOZIA
38	RACAHOUT	53	BINDIEYE	68	BORACHIO
39	ORGULOUS	54	FRAXINUS	69	JACKAROO
40	DUNCEDOM	55	LINDWORM	70	COOLAMON
41	CABOCEER	56	CURLICUE	71	BANAUSIC
42	GEROPIGA	57	HANEPOOR	72	FABURDEN
43	BONTEBOK	58	IDEMQUOD	73	RECKLING
44	EMPYREAL	59	BLANDISH	74	MIRLITON
45	LANGLAUF	60	MALAGASY	75	OPAPANAX
46	NANNYGAI	61	CHORIAMB	76	BIMBASHI
47	SARATOGA	62	GARGANEY	77	CAATINGA
48	QUINTAIN	63	KAOLIANG	78	PENSTOCK
49	MUSQUASH	64	MAROCAIN	79	SPRINGAL
50	ZOMBORUK	65	OBTEMPER	80	BABIRUSA
51	SKILLING	66	TASTEVIN		





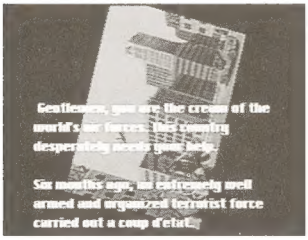




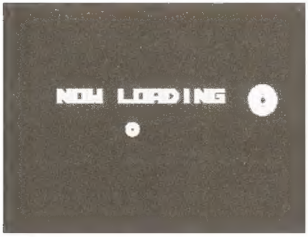
Air Combat

High-Flying Cheat Modes

LOADING CHEATS

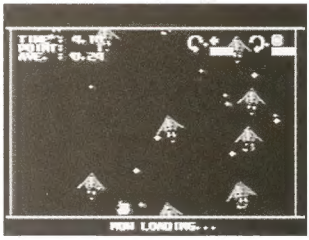


Right as this mission intro is ending, hold R1 and ○ before the Loading screen appears.



This will switch to a different Loading screen with CDs bouncing around. You can then enter the following cheat modes before the loading ends — you gotta be quick!

HIDDEN GAME



Tap ↑, ←, ↓, → on the D-Pad. You can then play a short game that's similar to *Galaxian* from the next Loading screen. If the score is over 4.80, your wingman flies free.

PREPAINTED AIRPLANE

Tap ↑, ↓, ←, →, ↑, ↓, ←, →, R1. You can now use the prepainted airplane.

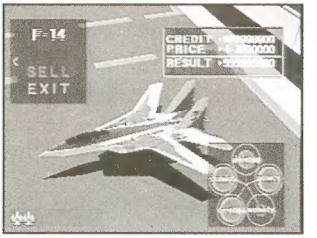
WINGMAN'S PREPAINTED AIRPLANE

To get your wingman's prepainted airplane, press the Start button 10 times, then tap the R1 trigger once. If you did the trick correctly, you'll get a silver/red bug to appear on the lower-left-hand corner of the screen.

MORE PREPAINTED PLANES

Press ←, →, ←, →, ↓, ↑, ↓, ↑, ○, ○, △, △, △ for prepainted airplanes in a two-player game. If you did the trick correctly, you'll get a gold/red bug to appear on the lower-left-hand corner of the screen.

999,999,900 CREDITS

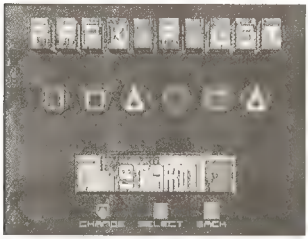


Press ↓, ○, △, △, △, ○, △, ○, △, then press (○ + △) twice and hold them down after the second time. You gotta be quick on this one.

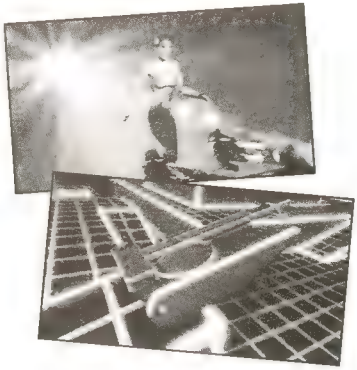
Assault Rigs

Passwords

ARENA LEVEL CODES



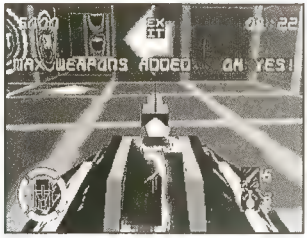
The following passwords will transport you directly to the corresponding level. Enter them at this screen.



LEVEL	PASSWORD	LEVEL	PASSWORD	LEVEL	PASSWORD	LEVEL	PASSWORD
2	□×□×△□	12	○□△△△○	22	□□△○□△	32	△□×○□×
3	△□□○○△	13	△□○×△□	23	○××××△	33	××△××□
4	△□△△○△	14	△△×□□×	24	△□□△△△	34	×○□○○□
5	□△△△×△	15	○×△△△△	25	△○△△○□	35	○△×△×△
6	△□○○×□	16	○□○○○○□	26	□○○×○×	36	×△△××□
7	×□□□○△	17	△△△○△□	27	×○□△△□	37	×△△×△□
8	△□×□△△	18	□○□×□△	28	□○□□□□	38	□△□△□×
9	□△□×△×	19	××□×△○	29	△□○×○○	39	□×△××△
10	△△○□×□	20	×□×△△□	30	□○×○×△	40	△×△○□×
11	△△×△○□△	21	△□△□△△	31	○□×△○△	41	○×△○△□

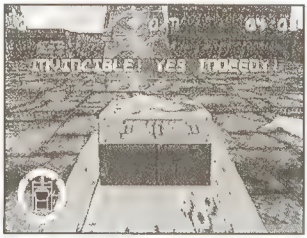
Cheats

ACCESS ALL WEAPONS



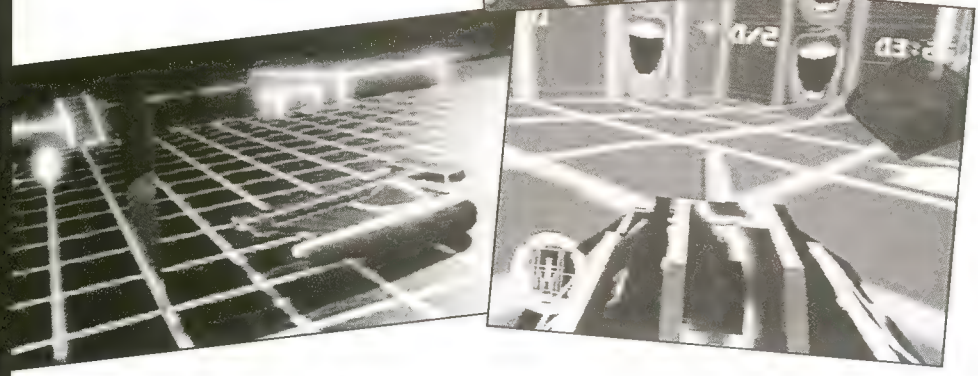
Press ←, →, ←, ←, →, ←, →, →, ↑, ↓, ↑, ↑, ↓, ↑, ↓, ↓. This will give you all the weapons fully loaded.

INVULNERABILITY



Press ←, F, ←, F, ← ←, F, →, F, →, F, F. This will make you invincible.

LEGEND		
←	=	LEFT
→	=	RIGHT
↑	=	UP
↓	=	DOWN
F	=	FIRE



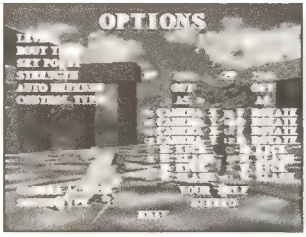
battle arena toshinden

Cheats and Tricks

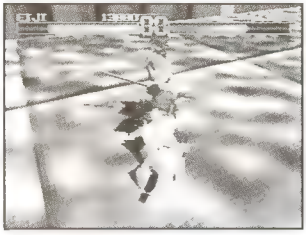
CHANGING COLORS

Change your character's colors to that of your opponent simply by pressing the Select button.

GET THE DESIRED VIEW



At the Options screen, choose "Not Use" at the L/R button configuration. Then select "Your Self" at the Camera Action option. After you select the "Your Self" option, switch the Control Type option to any #5 selection.



Now you can select different views by using the L/R buttons.

NO LIFE/SCORE BAR

Start a game and press the Start button to pause. Now hold Select, ○, ×, △ and □ simultaneously on Controller 1. The Pause message should disappear from the screen. Pressing the Select button again will make the Life Bar and Score disappear as well. If you want the original screen back, simply press the Select button again.

PLAY AS GAIA

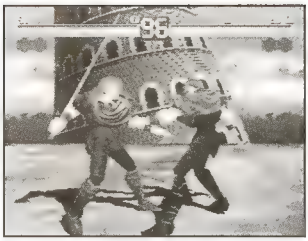
While the names of game modes are appearing on the Title screen, press ↓, ↙, ←, Weak Slash on Controller 1.

You will then hear "Fight!" and the colors of the Game Mode text will change from blue to red.

At the Character Select screen, select Eiji and press ↑ and Weak Slash. You can now play as Gaia.

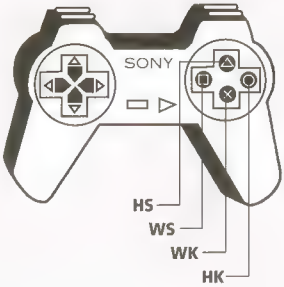
PLAY AS SHO

You must first do the above "Play As Gaia" trick. Then reset the game using the Reset option. While the names of game modes are appearing on the Title screen, tap →, ←, →, ←, and Weak Slash on Controller 2. You will then hear "Fight!" and the colors of the Game Mode text will change from red to light blue.



At the Character Select screen, select Kayin and tap ↓ and Weak Slash. You can now play as Sho.

TOSHINDEN CONTROL LEGEND



HS	=	Hard Slash (△)
WS	=	Weak Slash (□)
HK	=	Hard Kick (○)
WK	=	Weak Kick (×)
K	=	Press any Kick button
S	=	Press any Slash Button
Motion	=	Move the D-pad in one smooth, continuous motion.
Tap	=	Tap the indicated buttons or directions in sequence.
( )	=	Execute commands in parentheses simultaneously.

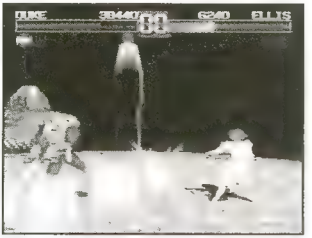
SPECIAL NOTE: *All techniques are described assuming your character is facing right. If they're facing left, reverse any Toward and Away commands.*

NOTE: *You can only perform a Death move when your life bar is almost empty and flashes red. Secret moves can be done at any time.*

The Fighters

– duke b. rambert –

Death Move



Motion ↙ ↓ ↘ → ←, HS.

Cyclone

Motion ↓ ↘ →, S.

Diving Stab
While jumping, motion ↓ ↘ →, S.

Knight Strike
Motion → ↙ ↓ ↘, S.

Charge
Motion ← → ↘ ↓, S.

Secret Move
Motion ↘ ↓ ↙ ↓ ↘ ↓ ← →,
(HK WS).

— eiji shinjo —

Death Move

Motion → ↘ ↓ ↙ ← ↙ ↓ ↘ →, HS.

Fireball

Motion ↓ ↘ →, S.

Sliding Kick
Tap ↘, K.

Uppercut
Motion → ↓ ↘, S.

Diving Kick
While jumping, motion ↓ ↙ ←, K.

Ground Diving Kick
Motion ↓ ↙ ← ↖ ↑, K.

Secret Move
Motion ↑ ↓ ↑ ↓ → ← → ←
(HS HK).

ellis

Death Move

Motion → ← → ←, HS.

Flying Ball

Motion ↓ ↙ ←, K.

Jumping Spin Kick
While jumping, motion ↓ ↙ ←, K.

Knife Uppercut
Motion → ↓ ↘, S.

Diving Blade
While jumping, motion ↓ ↙ ←, S.

Ground Diving Blade
Motion ↓ ↙ ← ↖ ↑, S.

Ground Spin Kick
Motion ↓ ↙ ← ↖ ↑, K.

Secret Move
Motion ↘ ↓ ↙ ↓ ↘ ← → ↓,
(HS HK).

fo fai

Death Move

Motion → ← ↙ ↓ ↘ → ←, HS.

Ball Blast
Motion → ↘ ↓ ↙ ←, S.

Ground Slide
Tap ↙, HS.

Jumping Ball Blast
While jumping, motion → ↘ ↓ ↙
←, S.

Ground Ball Blast
Motion → ↘ ↓ ↙ ← ↖ ↑, S.

Cosmic Kick
Motion ↓ ↙ ←, K.

Rolling Ball
Motion ← ↓ ↘, S.

Gas Cloud
Motion → ↗ ↑ ↖ ←, (HK WS).

Standing Taunt
Motion → ↘ ↓ ↘ → ← ↓, (HS WK).

Secret Move
Tap (WK WS HS HK), motion ← → ←
→, (HK HS).

gaia

Sidestep

Motion ➔ ↘ ↓ ↙ ←, WK or HK.

Fireball

Motion ← ↙ ↓ ↘ ➔, WS or HS.

Sea Slash

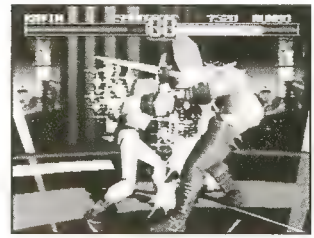
Motion ➔ ↓ ↘, HS.

Secret Move
Motion ↘ ↓ ↙ ↓ ↘ ← ➔ ↓,
(HS HK).

Death Move
Motion ← ↙ ↓ ↘ ➔, (WS HS).

kayin amoh

Death Move



Motion ➔ ↘ ↓ ↙ ← ↙ ↓ ↘ ➔, HS.

Sonic Blast

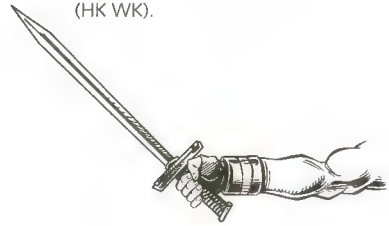
Motion ↓ ↘ ➔, S.

Deadly Ray
Motion ➔ ↓ ↘, S.

Spinning Kick
While jumping, motion ↓ ↙ ←, K.

Scissor Kick
Motion ↓ ↙ ←, K.

Secret Move
Motion ➔ ↘ ↓ ← ↙ ← ➔ ←,
(HK WK).



mondo

Death Move

Motion ↓ ↘ → ↓ ↘ → ←, HS.

Spinning Spear

Motion ← ↙ ↓ ↘ →, S.

Spear Uppercut
Motion → ↓ ↘, S.

Air Fireball
While jumping, motion ↓ ↘ →, S.

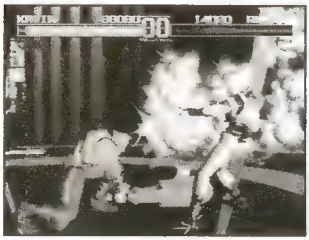
Low Spear Lunge
Motion ↓ ↙ ←, S.

High Spear Lunge
Motion ↓ ↘ →, S.

Secret Move
Motion → ↗ ↑ ↖ ← → ↘ ↓,
(HK HS).

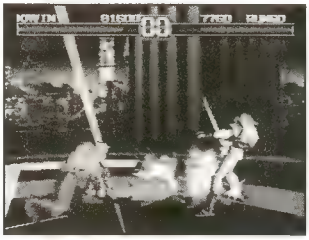
rungo iron

Death Move



Motion ← ↙ ↓ ↘ → ↘ ↓ ↙ ←, HS.

Ground Fire



Motion ↓ ↘ →, S.

Power Slam
Motion ↓ ↘ → ←, S.

Savage Charge
Motion → ↘ ↓ ↙ ←, S.

Power Jump
Motion → ↓ ↘, K.

Secret Move
Motion ↗ ↑ ↖ ← ↙ → ← ↓,
(HK HS).

sho

Death Move

Motion ➔ ↘ ↓ ↙ ← ↙ ↓ ↘ ➔, HS.

Jumping Flash Kick

While jumping, motion ↓ ↙ ←, WK or HK.

Diving Kick
Motion ↓ ↘ ➔, K.

Double Fireball
Motion ↓ ↘ ➔, (WS HS).

Charge Attack
Motion ➔ ↓ ↘, HS.

Flash Kick
Motion ↓ ↙ ←, WK or HK.

Sword Spin
Motion ➔ ↓ ↘, WS.

Secret Move
Motion ↓ ↘ ↗ ↑ ↖ ← ↓, (HS WK).

sofia

Death Move

Motion ➔ ← ➔ ←, HS.

Lashing Spin

Motion ➔ ↘ ↓ ↙ ←, S.

Whip Assault
Motion ↓ ↘ ➔, S.

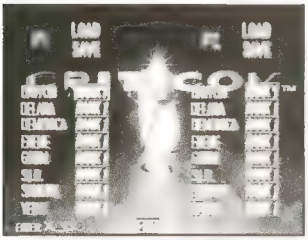
Spinning Ring
Motion ↓ ↙ ←, S.

Standing Taunt
Motion ➔ ↘ ↓ ↘ ➔ ← ↓, (HS WK).

Secret Move
Motion ↘ ↓ ↙ ↓ ↘ ← ➔ ↓, (HK HS).

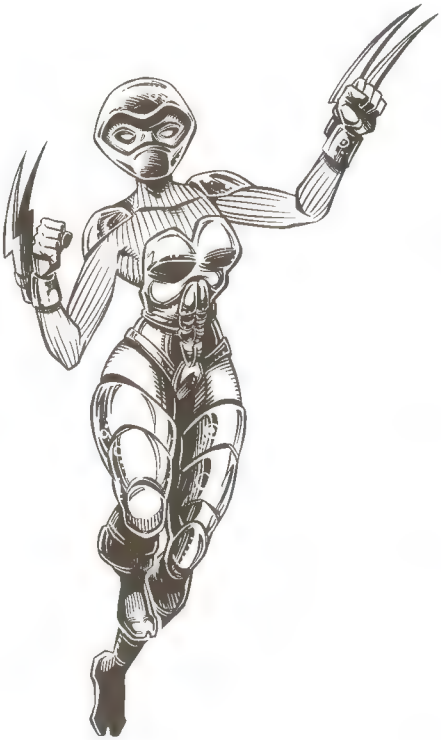
Criticom

Higher Ranking Codes



Enter these codes at the Load/Save screen to give your fighters a new level of skill for more advanced Special Attacks.

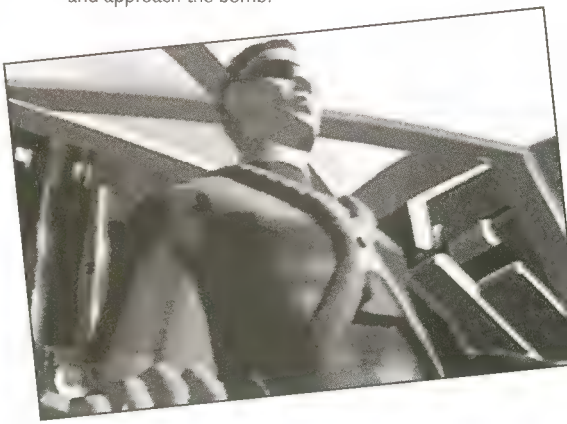
FIGHTER	RANK 2	RANK 3
Dayton	SIER	ETER
Delara	PHAN	KING
Demonica	GONE	WORL
Exene	SPHE	WING
Gorm	CHAM	MARV
Sid	ODTH	BATM
Sonork	PLAY	CHRO
Yenji	SPID	STAR



CYBERIA

The Rig

1. Stepping out of the hovercraft, follow Santos' directions and take the door on the right.
2. You enter the main corridor of the complex. Turn right. Gia tells you to disarm your weapon. Do it now. Any other action will get you killed. (Push Left on D-Pad to avoid death.)
3. "We're under attack. Come on! Follow me!" Gia says. Follow her. Get used to the radar. It'll help you anticipate approaching aircraft. Take out the aircraft first and then focus on the magnetic mines since they take longer to collide with the Rig.
4. Resist the kiss with Gia. She'll go off in a huff. Santos directs you to go to the lift to get the Transfighter. Hold the Up button on the D-Pad until you re-emerge in the main corridor.
5. Turn right at the junction in the main corridor.
6. Exit through the door on your left. This is the same door that Santos told you to go through when you first got off the hovercraft.
7. When you come out to the dock, keep to the right. Go through the lift door entrance.
8. Inside the elevator room, make a half-turn to the right and walk to the elevator control panel. Push the top button. Walk back to the center of the room, then walk into the elevator. The elevator leads to the hangar. Press the Up arrow until you come near the Transfighter.
9. Now you need to defuse the bomb. Walk under the plane to the TF-22's rear and approach the bomb.



If you're playing at the Easy level, activate the MRI scan. Working from right to the left, press the vibration sensor switch (top, second from the right), then press the only red-light button.

If you're playing at the Medium level, push the vibration sensor switch, then push the button fourth from right and the button sixth from right.

If you're playing at the Difficult level, push the vibration sensor switch, then push the sixth button from right, fourth button from right, third button from right, then the second button from right.

TF-22 Combat Missions

OPEN OCEAN

1. When you make your first run over the HoverCarrier, you'll encounter two Hoverfighters. Pick off the one on the right first, then go after the one on the left.
2. You must destroy the two five-inch guns. When you come to the stern-mounted gun, target it immediately and keep firing until it explodes. The armor is thicker on the guns than on the Hoverfighters or attack helicopters, so they require more shots.
3. You'll recognize the bow-mounted gun when you come to it. Destroy it the same way you destroyed the five-inch guns.

MILITARY ISLANDS

4. The first run is a long one. Near the end of it, you'll come to four targets spaced at varying distances: a Hoverfighter, a gunboat, a munitions dump, and another Hoverfighter. Take them out in that order.
5. When you come over the last rise, just before the attack submarine, Madge will tell you that she detects incoming cruise missiles. Aim the cross hairs in roughly the middle of the screen and fire away. Wave the laser burst back and forth. The spray of laser fire should destroy any incoming cruise missiles.

NORWAY

6. After the land defense, the TF-22 flies into the fjord. Three targets will appear: two Hoverfighters and a sub. Take out the Hoverfighters first, then the sub.

7. When the TF-22 comes out of the fjord, the plane enters a hover mode. Three Hoverfighters will approach. Destroy the one on the right first, then the one on the left. Pick off the third one before it flies by. If you miss it, you can still nail it from behind.

ARCHANGEL MILITARY PORT

8. Madge determines you must destroy the shield generator before you can enter the tunnel. Two YF-35s appear. Blast

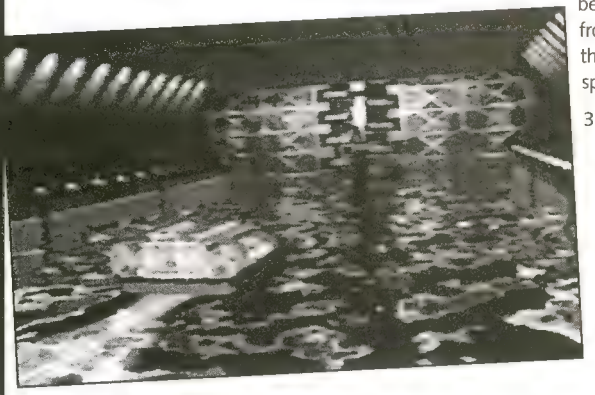
them. The cinematic interlude shows some mean-looking fighter closing in from behind. The fighter comes over your left shoulder and crosses to the right. Before the target box even materializes, plow into the aircraft from behind. Just as it detonates, pick off the battery gun appearing on the ground below. Nail it before it leaves your view.

TUNNEL ENTRANCE

9. There are no great secrets to mastering this mission. Just know that the last armored car must be destroyed.

ZUBROVSKA

10. Right off the bat you'll encounter a lone cartel fighter that passes by very quickly. Pick him off before he disappears above you.
11. Soon after this, three Hoverfighters appear. Go for the highest one first and work your way down. In other words, right, left, middle.
12. You must destroy the last fighter in this mission to land and fuel the TF-22. It's very hard to see even though it's framed by a yellow box.



ICE CANYONS

13. As you come out of the valley, the ground drops away precipitously. Three Hoverfighters appear on the lower half of the screen.
14. The mother ship has four guns aiming toward you. The first appears above, the second below, the third on the right wing, and the fourth on the left wing. Take them out in that sequence.

Cyberia Complex, Level 1

THE VENTILATION SHAFT

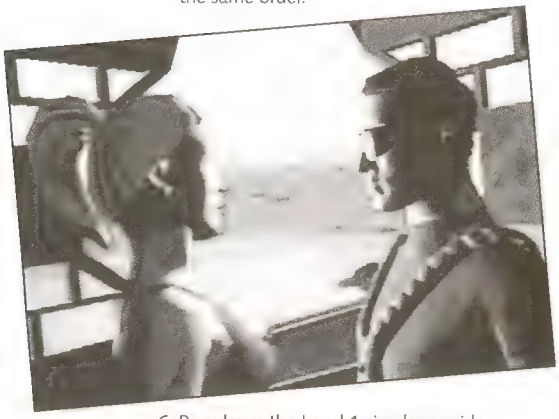
1. You must successfully jump through the exhaust fan to avoid being chopped to bits. Just pay attention to the location of the fan blades as they pass and carefully time your jump (Up on the D-Pad). It may take a few tries, but if you pay attention to the location of the blades, you'll easily make it.

THE MAIN ENTRANCE

2. In the Easy setting, you encounter the perimeter lock after you take out the guard. Use the D-Pad to cycle between the switches and, counting from the right, press the seventh and then the fifth switch by pressing the space bar.
3. In the Medium setting, count from the right and press the seventh, fifth, and second buttons.

4. The solution for the Difficult setting is just like the one for the Medium difficulty setting. Count from the right and press the seventh, the fifth, and then the second button.

5. The security door lock doesn't change with the level of difficulty. When you run toward the security door lock, point directly toward the key code. Press Up on the D-Pad and walk toward it. Using Blades, study the infrared scan. It indicates that someone pressed the numbers 2, 5, 7, and 1. Two has the lowest reading, while 1 is the highest. Press them in the same order.



6. Run down the Level 1 circular corridor. The first door on your right is the dining room. When you enter, two guards remain standing while two duck behind tables. Kill the left guard first, then the right one. Pivot once to the right, fire, then pivot again to the right and fire. To get the two remaining guards, note that you must stand up to fire. The far guard can't hit you while you're leaning to the left. Lean toward the crate only while the nearer guard fires at you. You'll want to take out the near guard first, so wait for both guards to duck, then stand up before the near guard does.

7. You will pass the offices, the bedroom, and the director's room. To kill the CO in the conference room, wait until Arnold leaves. Then shoot it out with the CO. He's easy to kill.

   At the end of the corridor, past the offices and bedroom, you enter the administration offices. At H. Suzuki's terminal, type "Einstein." In the personnel file, you'll fine the temporary key code on the last record. Make a mental note of it because you'll need it soon.

8. When Arnold appears in the elevator, kill him before the grenade rolls into the corridor. Then run to the wall and key in the temporary key code. It takes slightly less time if you start from the bottom and work up. If you have trouble remembering the shapes, just remember that, working from bottom to top and using the space bar, you must press four times, then three times, then twice.

Cyberia Complex, Level 2

1. The second-level storeroom is also called the Halon room. Only pass by the clerk as he turns away from the side table toward the computer.

2. Kill the clerk in the office and run to the infirmary. To get the card key, open the vents using the terminal monitor screen. Double back through the storeroom to the ventilation shaft, then push down the grate to your left. Walk through the air duct until you come to the first open vent. You'll find the card lying there.

3. To kill the two guards at the end of the ring corridor, use the same pivot-and-shoot strategy you used against the guards in the dining room.

4. If the arcade portion is set for Easy, you must destroy at least 50 percent of the

orange mutagens to eliminate the contamination. At Medium setting, you must achieve 74 percent or higher. At the Difficult level, you have to destroy 80 percent. You have three tries. Start by demolishing the first two mutagens in the lower right corner and you'll achieve a better overall score. Be sure to remember the number (six, seven, or eight) of the vaccine samples before you leave the mutagen chamber. You'll need this number when you get to the inoculation booth.

5. From the mutagen room, you'll proceed through the interlock into the inoculation room. When you enter, walk to the far corner.

6. Now approach the terminal.

7. The terminal screen represents a selection of all eight samples, but you can only select the last three. Select the appropriate sample (six, seven, or eight), then step away from the terminal. Don't worry if you forget which one it is because you can try all three.

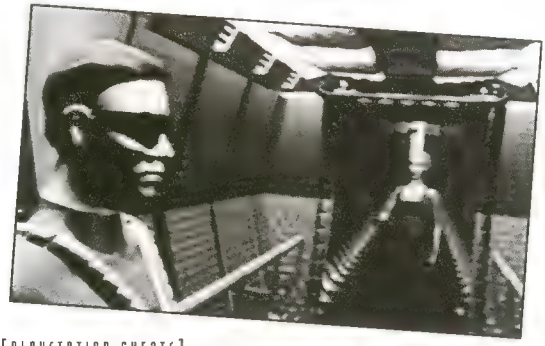
8. The inoculation booth stands to your right. Go in front of the ramp and walk into the booth. Activate the vaccine scan. If you chose the right sample, the mechanized voice will announce "Host contamination eliminated."

9. When you enter the Charlie lab, go to Ian MacAllen's terminal. It stands against the far wall.

10. When the nanites pop up on the screen, there's no special trick to destroying them. The higher the arcade level, the faster Charlie's battery charge will deplete. Toward the end, Charlie will descend through a vertical shaft and a lurking nanite will pop up. He adheres to the ceiling. Keep the cross hairs trained on the upper right side of the screen and fire just as he comes into view.

11. Once you're inside the elevator car leading to the Cyberia weapons chamber, move toward the hydraulic pump system and activate the MRI scan. Leaving the Blades view in scan mode, try to balance the four pistons so that the hash marks on them align. Moving from right to left with the arrow keys, use the space bar to press the third, the first, the second and then the fourth piston. You'll have to add a delay of about two seconds after you push up the third piston (second from right). They fall at different rates depending on difficulty level, and you must compensate for this by timing when to activate the piston and when to release it.

12. To conquer the space station, you must become familiar with the placement of all the different ships. When Cyberia completes its sweep, you'll see two guns. Fire at the one on the left first, then the one on the right. If you try to take out the right one first, you'll be destroyed.



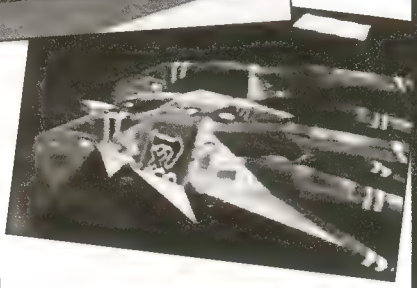
Cybersled

Five New Sleds

At the Title screen, tap ↑, ←, ↓, →, ↑, △, ↑, →, ↓, ←, ↑, and ○. If you did the trick correctly, you'll hear an explosion.

Go to the Character Select screen and scroll right, beyond the last sled.

The screen will slide over and you can choose from five more sleds.



Dark Stalkers

The Fighters

Demitri

SKILL MOVES

Fireball
Motion ↓ ↘ →, P

NOTE: *This move can be done in the air as well.*

Uppercut
Motion → ↓ ↘, P.

Teleport Drill

Motion ↓ ↙ ←, K.

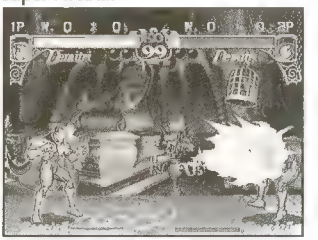
NOTE: *This move can be done in the air as well.*

Pile Driver
Motion → ↘ ↓ ↙ ← ↖ ↑, P.

SPECIAL MOVES

Your Special Bar must be charged to perform the following moves.

Super Fireball

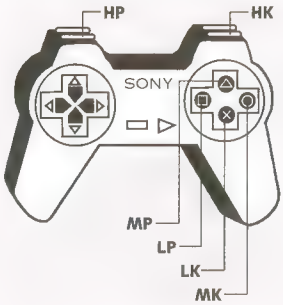


Motion ↓ ↘ →, P or (LP MP HP).

Super Uppercut
Motion → ↓ ↘, P or (LP MP HP).

Super Teleport Drill
Motion ↓ ↙ ←, P or (LK, MK, HK).

CONTROLLER LEGEND



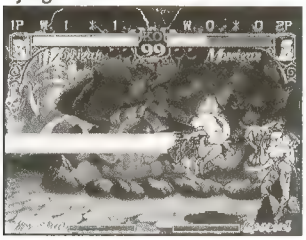
LP = Light Punch (□)
MP = Medium Punch (△)
HP = Heavy Punch (L1)
LK = Quick Kick (×)
MK = Medium Kick (○)
HK = Heavy Kick (R1)
P = Press any Punch button
K = Press any Kick button
( ) = Execute commands in parentheses simultaneously.

NOTE: *All techniques are described assuming your character is facing right. If they're facing left, reverse any Toward and Away commands.*

Morrigan

SKILL MOVES

Flying Attack



Motion ➔ ↘ ↓ ↙ ←, K.

NOTE: *Continue to hit the kick button to score more hits on your opponent.*

Fireball

Motion ↓ ↘ ➔, P.

Air Fireball

In the air Motion ↑ ↗ ➔, P.

Uppercut

Motion ➔ ↓ ↘, P.

Drill Kick

While in the air, motion ↓ ↙ ←, K.

Ground Slam

Motion ➔ ↘ ↓ ↙ ←, P.

SPECIAL MOVES

Your Special Bar must be charged to perform the following moves.

Super Fireball

Motion ↓ ↘ ➔, P or (LP MP HP).

Super Uppercut

Motion ➔ ↓ ↘, P or (LP MP HP).

Anakaris

SKILL MOVES

Mummy Grab

Motion ↓ ↘ →, P.

Coffin Drop

Tap (LP MP HP) or (LK MK HK).

Spell Attack

While airborne, motion ← ↙ ↓ ↘ →, P.

Face Absorb

Motion ↓ ↙ ←, K.

NOTE: *This move can be done in the air and can counter projectiles.*

SPECIAL MOVES

Your Special Bar must be charged to perform the following moves.

Super Mummy Grab

Motion ↓ ↘ →, P or (LP MP HP).

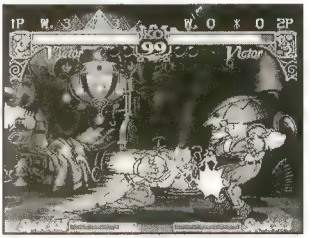
Air Smash

Motion ← ↙ ↓ ↘ →, K or (LK MK HK).

Victor

SKILL MOVES

Clothesline



Charge ← two seconds, tap →, P.

Electric Spin

Motion ↓ ↙ ←, P.

Knee Charge

Motion ↓ ↙ ←, K.

Power Throw

Motion → ↘ ↓ ↙ ← ↖ ↑, (LP MP HP).

SPECIAL MOVES

Your Special Bar must be charged to perform the following moves.

Spirit Electric Charge

Motion ↓ ↘ →, (LK MK HK).

NOTE: *To throw out an electric bolt, hit any punch button.*

Gyro Crush

Motion ↓ ↙ ← →, P or (LP MP HP).

Electric Charge

Charge ← two seconds, tap →, (LP MP HP).

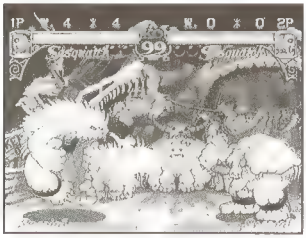
Jump Shocker

Tap ↓, ↑, P or (LP MP HP).

Sasquatch

SKILL MOVES

Ice Ball



Motion ↓ ↘ →, P.

Ice Castle
Tap ↓, ↓, (LP MP HP).

Leg Spin
Motion → ↓ ↘, K.

Lunch Time
In-close motion ↓ ↙ ←, K.

SPECIAL MOVES

Your Special Bar must be charged to perform the following moves.

Ice Blast

Motion ↓ ↘ →, P or (LP MP HP).

Super Ice Castle
Tap ↓, ↓, P or (LP MP HP).

Bishamon

SKILL MOVES

Sword Attack

Motion ↓ ↘ →, P.

NOTE: *Continue to hit the Punch button to charge your enemy after throwing the sword.*

Spirit Grab
In the air, motion ↑ ↗ →, P.

SPECIAL MOVES

Your Special Bar must be charged to perform the following moves.

Clone Attack
Motion ↓ ↘ →, K or (LK MK HK).

Spirit Attack
Motion ↓ ↘ →, P or (LP MP HP).

Super Spirit Grab
In the air, motion ↑ ↗ →, P or (LP MP HP).

Sword Swipe
Charge ← two seconds, tap →, P or (LP MP HP).

Spirit Hold
Motion ↓ ↙ ←, P or (LP MP HP).

L. Raptor

SKILL MOVES

Teleport

Motion ↓ ↘ →, K.

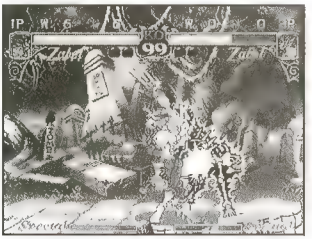
Spin Attack
Motion ↓ ↙ ←, K.

Skull Punish
Motion ↓ ↘ → ↗, P.

SPECIAL MOVES

Your Special Bar must be charged to perform the following moves.

Mutant Munch



Motion → ↓ ↘, (LP MP HP).

Super Spin Attack
Motion ↓ ↙ ←, (LK MK HK).

Super Skull Punish
Motion ↓ ↘ → ↗, P or (LP MP HP).

Rikuo

SKILL MOVES

Sonic Rays

Motion ↓ ↘ →, P.

Gas Attack
Motion ↓ ↘ →, K.

Drill Attack
Tap ←, →, P.

Air Drill
Tap HK while in the air.

SPECIAL MOVES

Your Special Bar must be charged to perform the following moves.

Super Sonic Rays
Motion ↓ ↘ →, P or (LP MP HP).

Super Gas Attack
Motion ↓ ↘ →, P or (LK MK HK).

Death Hurricane
Motion ↓ ↙ ←, (LK MK HK).

J. Talbain

SKILL MOVES

Charge Attack
Motion ↓ ↘ →, P.

Horizontal Beast Rush
Motion ↓ ↘ →, P.

Upward Charge
Motion → ↓ ↘, P.

Inferno Kick
Tap ↓, ↑, K.

Claw Swipe
Motion ← ↓ ↙, P.

Wild Circular
In close, motion → ↘ ↓ ↙ ←, K.

SPECIAL MOVES

Your Special Bar must be charged to perform the following moves.

Super Charge Attack

Motion ↓ ↘ →, P or (LP MP HP).

Super Inferno Kick
Tap ↓, ↑, K or (LK MK HK).

Air Beast Cannon
While in the air, motion ← ↙ ↓ ↘, P or (LP MP HP).

Rising Beast
Motion ↓ ↙ ↗, P or (LP MP HP).

Super Wild Circular
In close, motion → ↘ ↓ ↙ ←, K or (LK MK HK).

Felicia

SKILL MOVES

Cat Scratch

Motion ↓ ↘ →, K.

Roll Attack
Motion ← ↙ ↓ ↘, P.

NOTE: *As soon as you hit your foe, hit P again to nail 'em with an uppercut.*

Bouncing Roll
Motion → ↘ ↓ ↙, P.

Flying Kick
Motion ← ↓ ↙, K.

Spinning Throw
In close, motion → ↘ ↓ ↙ ←, K.

SPECIAL MOVES

Your Special Bar must be charged to perform the following moves.

Super Roll Attack
Motion ← ↙ ↓ ↘, P or (LP MP HP).

Super Bouncing Roll
Motion → ↘ ↓ ↙, P (LP MP HP).

Super Flying Kick
Motion ← ↓ ↙, K or (LK MK HK).

destruction derby

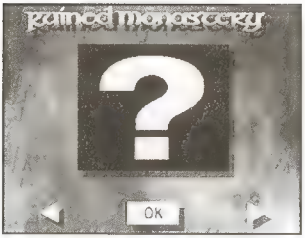
A Hidden Track

To find a hidden track, select "Wreckin' Racing" from the main menu, then select "Championship."

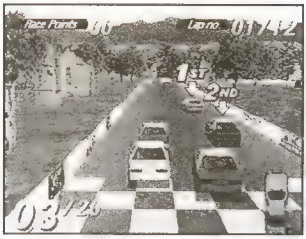
Select "Wreckin' Racing" again.

Enter your name as "REFLECT!".

Next, select "Race Practice" mode.

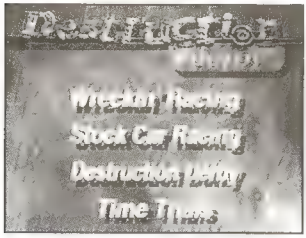


Then go to the Track Selection screen. You'll find a new course that's called "Ruined Monastery."



Good luck — it's a tough track.

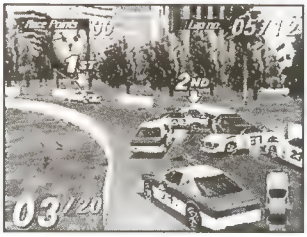
No Damage



Select "Wreckin' Racing Championship" for racing...

You'll see this when you start the race, and...

...then enter your name as "!DAMAGE!".



...you won't suffer any damage!

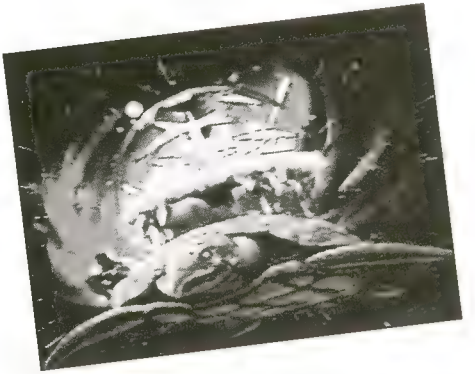
Discworld

This walk-through will guide you right through the wacky universe of *Discworld*!

Act 1

BEGINNING THE GAME/ GETTING THE LUGGAGE

- Open the wardrobe and take the money pouch.
- Go to the closet and take the broom.
- Use the broom to wake up the luggage snoozing on top of the wardrobe.
- Talk to the Arch Chancellor and be ready for the task of obtaining *Featherwinkle's Concise Compendium of Dragon's Lairs*.



FETCHING FEATHER-WINKLE'S CONCISE COMPENDIUM OF DRAGON'S LAIRS

- Make your way to the University Library.
- Open the luggage and take the banana from inside.
- Give the banana to the librarian. He will fetch you the copy of *Featherwinkle's Concise Compendium of Dragon's Lairs*.
- Return to the Arch Chancellor and give him the book.

GETTING A STAFF OF TUMULTUOUS THURMATURGY

- Begin by heading to the Unseen University's dining hall. Find the wizard Windle Poons.
- Trade the broom (the one you found in the closet and used to wake the luggage) for his staff.
- Place the staff in your Inventory and leave the room.

GETTING A METAL CONTAINER

- Speak with the apprentice wizard on the front lawn of the University. He will give

you the proper hand waggles to open the gate.

- Pick up the frog, put it in the luggage, then leave the area.
- Head to The Square and enter the Psychiatrickerist's Office. You need the butterfly net. (Note: If someone is sitting in the center chair, you must speak to them, leave the room, then re-enter.)
- When you have the butterfly net, place it in your Inventory and leave The Square.
- Go to The Alley and catapult to the rooftops — grab the ladder.
- Make your way back to the Unseen University. Follow the path around to the back.
- Take the butterfly net out of the luggage and place it in your Inventory.
- Use the ladder on the window and climb up.
- Use the butterfly net to catch the pancake. When the chef finally leaves, head back to the University entrance and into the kitchen. Grab the frying pan sitting on the counter.

GETTING A NEVER-FAILING COIL

- Head for the barber shop located at the southern end of The Street.
- Speak with the woman sitting in the barber's chair, examine her hair roller, then speak to her again. The barber places the roller in his pocket.
- Speak with the barber, then make your way back to The Square.
- Speak to the street urchin. He'll tell you about picking pockets (obtain the Pick-Pocket skill).
- Return to the barber shop and speak to the barber again. When he dreams of his beloved milk maid, quickly take the Pick-Pocket skill out of Rincewind's Inventory and use it on the barber's pocket to get the hair roller.

GETTING A MINIATURE CREATURE OF EXCITABLE CHITTERS

- Head to the toy shop located in The Street.
- Pick the donkey out of the toy bin and place it in the luggage.
- Go to the counter and grab the string, then leave the toy shop.
- Head for the Livery Stable, open the sack lying on the card, take the corn and place it in the luggage.
- Return to The Alley.
- Enter the door at the end of The Alley and speak to the Alchemist. Examine the box located left of the Alchemist.
- Use the corn on the flask. The corn will begin to pop. As Rincewind reaches for the Imp, it slips out of his grasp and into a hole outside.
- Return to The Square and grab a tomato from the stall.
- Pick up the worm and place it in the luggage.
- Return to The Alley and the hole. Go into your luggage and use the worm on the string.
- Take the worm-on-a-string and use it on the hole. This coerces the Imp to come out. When he does, grab him and put him in the luggage.

GETTING A DRAGON'S BREATH

- Head for The Palace.
- Ask one of the guards about his wife (use the Question Mark icon), then walk in.
- Enter the fool's quarters (located just to the left of the Patrician's throne).
- Pick up the mirror hanging on the wall (place it in Inventory).
- Go to The Alley and up to the roof. Head for the tower located directly back and to the left of Rincewind.
- Place the mirror on the end of the flagpole, then use it on the dragon in the distance.

- The dragon wings its way over to check things out. With a quick breath, it incinerates the rope. The luggage (in the square) holds the mirror and catches the Dragon's Breath.

FINDING THE DRAGON

- Return to Arch Chancellor and give him the five items. Rincewind steals the Dragon Locator Device.
- From the city map, head to the lower-left corner of the screen. The more the locator beeps, the closer you are to the lair.

Act 2

GETTING L-SPACE ABILITY

- Go to the Library inside the Unseen University. Give the sleazy guy all of the dragon's gold and he'll hand over the Golden Banana.
- Take the Golden Banana over to the librarian and he'll exchange it for the title of assistant librarian and the ability to use L-Space.

ENTERING THE HIDE-OUT

- Go through L-Space and wait for the thief to appear.
- After the thief leaves, use the same book he used and leave through the same hidden passage.
- Wait a moment, and then on the city map screen you'll see a tiny representation of the thief coming to rest in the lower-left-hand corner. Move the cursor there and you'll see the words "Hide-Out."
- Head to The Park. Use the frog on the sleeping Rincewind's mouth.
- Use the butterfly net to get the butterfly and place it in the luggage.
- Head to The Street. Walk to the singing troll.
- Use the butterfly on the lamp.
- Return to the library and go through L-Space.
- Pick up the robe and place it in the luggage.

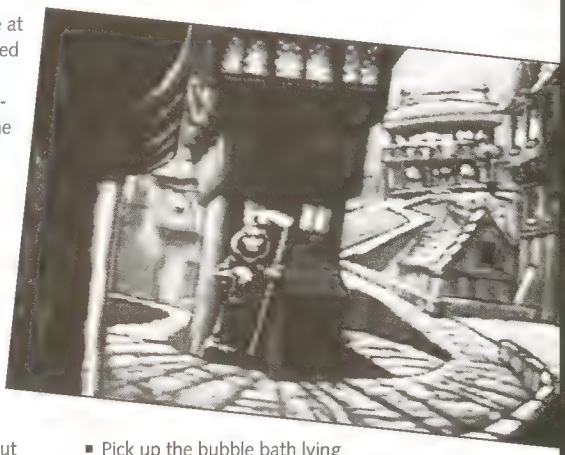
- Go to the Broken Drum Bar. Examine the drinks behind the bartender.
- Buy the counterpoise wine and drink it down.
- Pick up the glass (it must be the glass, not the tankard!) and put it in the luggage.
- Return through L-Space.
- Head for the Hide-Out. Walk up to the left drainpipe and turn it.
- Wait for the thief (Note: You must be at the Hide-Out before him. If you waited for the thief to reveal its location and then followed him, he'll already be inside. If this occurs, simply return to the present, then go back to the past).
- When the thief shows up, use the glass on the drainpipe to the right in order to hear the password.
- Use the robe on Rincewind. You'll be allowed entrance to the meeting of the Brethren of the Sword.

GETTING THE GOLDEN TOOTH

- Head to The Square and buy the donut from the dibbler. Put the donut in the luggage.
- Walk down the alley to the left of the tomato stand. Give the Dunnyman the donut.
- Head for the Psychiatrickerist's Office and speak to the milk maid. (If the chair next to her isn't free, talk to the troll, leave, and re-enter.) She'll give you a letter.
- Head for The Street and enter the barber shop. You'll find the Dunnyman.
- Give the milk maid's letter to the barber. When the barber leaves, use the apparatus to the left of the Dunnyman. Rincewind wrestles the Golden Tooth right out of his mouth.

GETTING THE GOLDEN BELL

- Head to the Unseen University. Use the path around the back.
- Pick up the garbage can lying on the ground.
- Go to the Inn and enter the bathroom.



- Pick up the bubble bath lying on the counter and place it inside the luggage.
- Go to the Psychiatrickerist's Office. Sit in the chair closest to the receptionist. (If the chair is occupied, sit in the one next to it, speak to the person in the desired chair, leave the building, then re-enter.)
- Speak to the person on your right. After your conversation, you'll be called to see the Psychiatrickerist.
- The Psychiatrickerist will give you two ink blots.
- Go to The Palace. At the gate, show one of the ink blots to either of the guards.

- Inside The Palace, walk up to the fool and use the garbage can on him.
- Follow him into his room, take the bubble bath, and use it on the bathtub. Once the tub is bursting with bubbles, the Golden Bell is yours.

GETTING THE GOLDEN TROWEL

- Head to The Square. Speak with the Street Starfish. When you inquire about the handshake, he'll tell you that you must become a "real man" before you can learn it.
- First head to the Broken Drum Bar. Speak with the scared guy. He'll tell you about his gate pass being stolen.
- Head for the Inn and obtain the sheet off the bed.
- Return to the Library in the Unseen University and travel through L-Space.
- Make your way back to the Inn.
- Use the sheet on Rincewind.
- Use the jewelry box lying on the night stand. Rincewind gets the letter opener from inside.
- After the hammer has been returned to the safe, leave the Inn.
- Head to the Broken Drum and talk to the scared guy about the hammer.
- Return to the library in the Unseen University and travel through L-Space.
- Make your way back to the Inn. Use the sheet on Rincewind.
- Use the jewelry box lying on the night stand.
- With the gate pass finally in hand, return to the library and through L-Space.
- Head for the City Gates, give the gate pass to the guard, and leave the city.
- Go to the Dark Woods. Stop along the side of the road. The luggage will send the cockatrice flying over the cliff.
- Go to The Edge of the World, walk up to the coconut tree, and shake it.
- Use the butterfly net to fish the coconut out of the water. Place the coconut in the luggage.
- Go the barn and walk to the dragon and look along the far wall. Find the screwdriver and put it in your luggage.
- Head back to the Library and travel through L-Space.
- Head for the Patrician's Palace. Use the second ink blot from the Psychiatrickerist to get past the guards.
- Speak to the peasant. He'll let you know that the thief is in the Shades.
- Enter the Shades. Proceed to the house at the far right side of the area.
- Speak with the "Lady of Negotiable Affection" farthest to the right (Big Sally).
- Give her the corn flour and the cockatrice egg.
- Use the screwdriver on the coconut and give her the coconut milk.
- Place the bloomers in the luggage.
- Head for The Square. Speak to the Street Starfish. He'll show you the handshake and tell you to practice on the old-timers.
- Do the handshake with the third old-timer. He'll take the yellow bloomers and give you the bra.
- Head directly to the Shades and speak with the stonemason. Use the handshake on him to receive the Golden Trowel.

GETTING THE GOLDEN KEY

- Head to The Shades, then make your way to the hovel on the far right side.
- Get the bra from luggage. Use the bra on the ladder, then use the ladder on the hovel's window.
- Inside the hovel, walk up to the thief sleeping on the bed and try to get the key.
- If you use the feather on his feet, he'll roll over again. When he does, grab the Golden Key and place it in the luggage.

GETTING THE GOLDEN BRUSH

- Stop at the toy store located at the eastern end of the square.
- Go to the sale bin. Pick up the Santa Claus doll and place it in luggage.
- Go to the City Gate. Open the crate to the left of the gate and get the keg of gunpowder and the fireworks.
- Go to The Alley. Place the Santa Claus doll in Rincewind's personal inventory (very important!).
- Get on top of the roof, take the Santa Claus doll, and use it on the chimney behind you.
- Enter the Alchemist's house on the street below.
- Use the gunpowder on the fireplace.
- Use the string on the keg and exit the house.
- Place the fuse in the drainpipe, use the matches to light the end of the fuse, and wait. The keg will explode, launching the unsuspecting chimney sweep into the air. The luggage will catch the Golden Brush as it falls.

GETTING THE GOLDEN BELT BUCKLE

- Visit the Fishmonger on The Street. Examine the octopus to the right.
- Use string from the luggage to pick up the octopus. Place him in the luggage.
- Go to the library. Use L-Space to go to the past and visit The Street again.
- Make your way to the corner with the singing troll. There'll be a pot on the window.
- Pick up the pot and place it in the luggage.

- Return through L-Space to the present and go to the city gates.
- Enter the Dark Woods and the house of Nanny Ogg.
- Use the pot on the cauldron above the fireplace. Rincewind will then fill the pot with Nanny Ogg's Love Custard.
- Return to Ankh-Morport, go to the library, and travel through L-Space.
- Go to the Broken Drum Bar. Speak to the small guy sitting at the second table to the left.

- Examine the picture on the wall behind his head. After you draw his attention to it, he'll continue staring at the picture.
- Use his glass. Rincewind will turn it upside down (this shows a desire to fight).
- When the bouncer leaves, use the ladder on the drum above the door. Rincewind will then climb the ladder and pull off the drumstick.
- Go back to the Unseen University and travel through L-Space.

- Go the University dining hall. Go all the way to the right and use the drumstick on the large gong.
- Go out of the University. Pick up the bag of prunes and place it in the luggage.
- Go to The Alley on The Street. Go up to the outhouse, open the door, and use the love custard and octopus on the toilet.
- Go back to the Fishmonger's stand and use the bag of prunes on the Fishmonger's caviar (to the right of the Fishmonger).
- Go back to the outhouse, take the Golden Belt Buckle, and place it in the luggage.

STOPPING THE DRAGON SUMMONING

- Return to the barn and give the golden items to the dragon. You must next prevent the dragon summoning.
- Go to The Square. Nanny Ogg has set up a shop. You must speak with her to get the Magic Carpet, then joke with her.
- Nanny Ogg will try to get a kiss. As she puckers up, take her custard book from the stand in the background.
- Return to the Library with the custard book and travel through the L-Space.
- Take the dragon book from the bookcase to the left of the L-Space portal.
- Open the luggage and use the dragon book on the custard book. Rincewind will change the covers of the books (making the dragon book the custard book and the custard book the dragon book). Now take what looks like the dragon book and put it in the empty space on the shelf. This way, the thief will steal that book and summon custard rather than the dragon.

Act 3

BECOMING A HERO

- To fulfill this quest, you must collect six different items: A Magic Spell, Proper Camouflage, A Birthmark, A Mustache, A Talisman, and A Sword That Goes "Ting."

GETTING A MAGIC SPELL

- Go the Library. Make your way to where the sleazy guy used to be. Search around for a magic book.
- Pick up the book and the game will go into a cinematic in which Rincewind learns the Magic Spell.

GETTING PROPER CAMOUFLAGE

- Go to the University kitchen. Above the counter you will find the spatula. Place it in the luggage.
- Go to The Shades. Go to the wall where the stonemason was painting a mural. Use the spatula on the mural, get Proper Camouflage, and place it in the luggage.

GETTING A BIRTHMARK

- Go to the Inn and speak to the sailor. The dog interrupts.
- Go to The Square and speak with the Dibrell. You'll receive a bag of leeches. Place the bag in the luggage.
- Click on it with the Triangle button to separate the leaches from the paper bag.
- Go to The Palace. Give the paper bag to the short guard or give the leeches to the tall guard.
- Enter the Palace. Go to the right. You'll discover the entrance to the dungeon.
- Inside the dungeon, examine the skeleton on the far right wall. Pick up the bone and place it in the luggage.
- Go to the toy shop on The Street. Use the bone on the open jar of glue.
- Return to The Inn and give the bone to the dog.
- Speak to the sailor.
- Speak to the innkeeper behind the sailor, get the mil, give it to the sailor. He'll give you a whistle.
- Go to The Edge of the World. Blow the whistle and use the firecracker (first light it with the matches) on Polly.
- Go to The Square and pick up the egg on the stand. When Rincewind drops it, pick up the snake and place it in the luggage.
- Go to the broom closet inside the University. Take the starch from the shelf and place it in the luggage.
- Leave the University and go around back. Pick up the fertilizer and place it in the luggage.
- Inside the luggage, use the starch to stiffen the snake, then use the fertilizer on it to make it grow.
- Go back to the University dining hall. While Windle Poons is eating, use the stiffened snake on the broom.
- Use the broom handle on the butterfly net.
- Head up to the Arch Chancellor's office and get the hat off his desk. Put it in your Inventory.
- Return to The Edge of the World. Use the extended butterfly net on Polly to fish him out of the drink.
- Take the lamp from the post and place it in the luggage.
- Use the hat on the lamp's post.
- Climb down the handkerchief ladder and onto the back A-Tuin's shell.
- Look for a "glint" to the lower-left-corner of the shell. Press the Triangle button to get the sailor's whistle.
- Go back to the Inn. Return both the whistle and the parrot to the sailor.

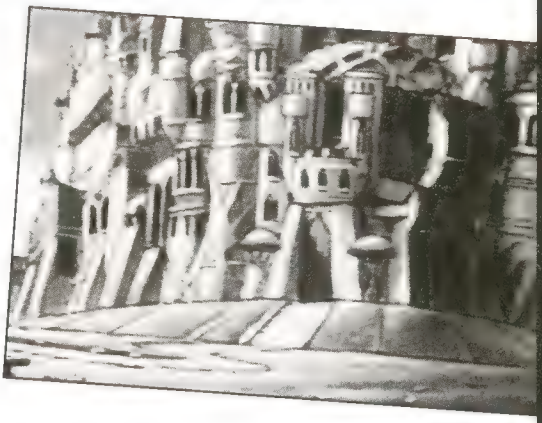
- Go to the barber shop on The Street and take the barber's appointment book.
- Go to The Square and the Psychiatrickerist's Office. Sit next to the milk maid. (If the seat next to her is taken, sit next to the troll, speak with him, leave the building, then return.)
- Speak with the milk maid. Give her the barber's appointment book and she'll autograph it.
- Leave the city and head for The Dark Woods. Give the appointment book to the barber.
- Follow the barber back to the barber shop. Speak with the barber about a tattoo.
- Go to The Square and speak to the Street Starfish. He'll tell you about the transfer tattoo.
- Go to The Shades and then the hovel. Inside the hovel, find a gob with a knife. Place the knife in the luggage.
- Use the knife on the rubber belt. The belt will automatically be caught by the luggage.
- Leave The Square and head to The Alley. Place the Rubber Belt in Rincewind's personal inventory.
- Use the catapult to get on top of the roof. Climb to the top of the tower.
- Use the rubber belt on the tip of the pole. Rincewind will bungee off the tower and grab the tattoo out of the Urchin's hand.

GETTING THE MUSTACHE

- Go to the Livery Stable. Notice the bumper of the cart is being obscured by a bag of corn.
- Go to The Alley and speak with the Alchemist. He'll dart off to get the bag of corn.
- After the Alchemist removes the bag of corn, you'll find that the license is covered with mud.
- Leave Ankh-Morpork and head for The Dark Woods. Use the crank on the right side of the well.
- Use the pot on the bucket to get the pot filled with water.
- Take the water-filled pot to the Inn. Enter the first room on the right and head to the bathroom.
- Use the soap dispenser sitting on the counter on the pot filled with water to create soapy water.
- Go to the Palace and enter the fool's dressing room.
- Take the Brush from the right edge of the bathtub.
- Return to the Livery Stable. Inside the luggage, use the brush on the soapy water to get the soapy brush.
- Use the soapy brush on the license plate to make it readable.
- Head to The Alley. Place the knife in Rincewind's personal inventory.
- Atop the roofs, head to the left and use the knife on the ladder.
- Exit the rooftops and walk up to and speak with the thief.
- Head to the barber shop on The Street and pick up the scissors on the counter.
- Take the scissors back to The Square and use them on the donkey's tail to obtain the Mustache.

GETTING THE TALISMAN

- Head to the thief's Hide-Out. Recite the now-familiar password. You will receive the custard pie.
- Head for Nanny Ogg's house in The Dark Woods. Examine the truth potion to Nanny Ogg's right.
- Speak to her. When you speak to her a second time, the conversation bar allows you to discuss a particular topic.
- Use the Truth Potion icon. Nanny Ogg will say that you can have it for a kiss.
- As she puckers up, quickly use the custard pie on Rincewind and receive the truth potion.
- Return to the Broken Drum Bar. Speak to the braggart.
- Get the two tankards and use them on the truth potion. Try to give one of the tankards to the braggart.
- Head to the Alchemist's house in The Alley and pick up the impstamatic camera.
- Go back to the Broken Drum Bar and examine the bottles behind the bartender.
- Find the cactus juice (it's in a green bottle) and ask the bartender for a drink.
- After you drink it down, click on the empty glass to get the worm.
- Go to the Palace dungeon. Use the string on the worm, then use the worm on the hole to the right of the cell doors.
- Put the mouse in the inventory. You will find that it is actually the Imp dressed in a mouse costume.
- Once the Imp is exposed, place him inside the camera.
- Head for Lady Ramkin's Dragon Sanctuary, walk up to the door, and use the knocker.
- After she leaves, use the knocker again, then head down the path before she has a chance to talk to you.
- Head down the path on the left side. Pick up the rosette, the leash, and the nail off the dragon's pen.
- Return to Nanny Ogg's cabin in The Dark Woods. Move the cursor to the wool and press the Triangle button.
- Take the rosette and use it on the sheep.
- Take a picture with the impstamatic camera.



- Take the hammer from the wood pile.
- Head for the fishmonger on The Street. Directly behind him is a picture. Pick it up.
- Go into the luggage and use it on the picture of the sheep.
- Return to the Broken Drum Bar and use the hammer on the nail in the beam.
- Now use the picture on the beam.

- Speak to the braggart again, get the drinks, use them on the truth potion.
- Exit the city, head for The Gorge, and use the Magic Carpet on the bridge before you step on it.
- With the monk out of the way, enter the cavern. Once inside, grab the bandanna from the stand.
- Take the leash out of the inventory and use it on the luggage.
- Take the bandanna and use it on Rincewind.
- Take the money pouch out of Rincewind's Inventory and use it on the sand to the right of the jewel.
- Take the bag of sand and use it on the jewel. Place the Talisman in the luggage.

GETTING THE SWORD THAT GOES "TING"

- Head to The Dark Woods. Walk to the right and use the screwdriver on the well crank.
- Place the crank in the luggage.
- Head for the Patrician's Palace. Go back into the dungeon and use the crank on Chucky's rack.
- Place the sword in the luggage.
- Head to the city gates. Speak to the guard about the sword.
- Exit the city and enter the mines from the world map.
- Once you enter, head all the way to the left and speak with the Smith.
- Head to the Broken Drum Bar in search of a glass of elderberry wine.
- Speak to the barman and you will discover that the basement is infested.
- Head to the Inn. Examine the door to the room and you will find that there is a bogeyman behind the door.
- Speaking to him, you learn that he will not come out from behind the door because he is scared.
- Use the screwdriver on the door.
- Speak to him again using the thundercloud icon. He will be off to the Broken Drum Bar to scare off the infestation.
- Return to the Broken Drum Bar and go down the trapdoor.
- Use the tankard on the barrel in the center to receive the elderberry wine.
- Place the wine in your personal Inventory (or the luggage will drink it).
- Return to the mines, give the wine to the Smith, then give him the sword. After he tunes it, place the Sword That Goes "Ting" in the luggage.

COMPLETING ACT 3

- After you have acquired all six items, making you a hero, you will be transported to The Square. An animated sequence follows, revealing the secret plan of the people of Ahkh-Morpork. They intend to sacrifice the Lady Ramkin instead of smiting the dragon. Rincewind says that he is the required hero and will take care of the dragon himself. When the dragon arrives, Rincewind conjures the Magic Spell. The dragon in turn attempts to set Rincewind aflame, and the two attacks counter each other — leaving us exactly where we started.

Act 4

DEFEATING THE DRAGON

- Return to The Square and approach Lady Ramkin. Just above her leg is a Golden Key.
- Pick up the Golden Key and place it in the luggage.
- Head for Lady Ramkin's Dragon Sanctuary and use the Golden Key on the dragon pen.
- At the far right, you will find Mambo the 16th. Pick him up and place him in the luggage.
- Head to the dungeon in the Patrician's Palace. Use Mambo on the hot coals between the two racks.
- Head to Nanny Ogg's house in The Dark Woods and use Mambo on the cauldron.
- Head to the mine and use Mambo on the hot coals behind the dwarf's anvil. Exit the mine.
- You will automatically be taken back to The Square to do battle with the dragon. After your initial shots miss, the cursor will be available.
- Go into the luggage and get the custard tart. When the screen pans over to the dragon, use the tart on her. The rest is out of your hands.

DOOM

Cheat Codes

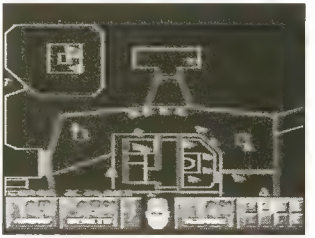
ENTER CHEATS HERE

Cheat your way to victory by entering the following codes when the game is paused.

MAP ALL

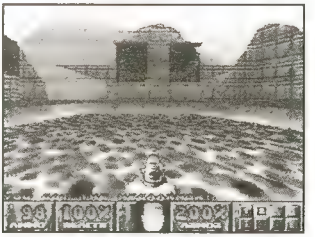
Tap △, △, L2, R2, L2, R2, R1, □.

MAP OPPONENTS' POSITIONS



Tap △, △, L2, R2, L2, R2, R1, ○.

GOD MODE

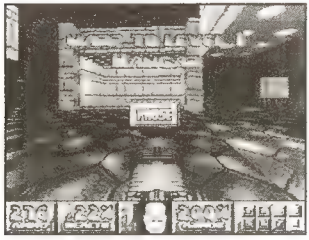


Tap ↓, L2, □, R1, →, L1, ←, ○.

FREE STUFF

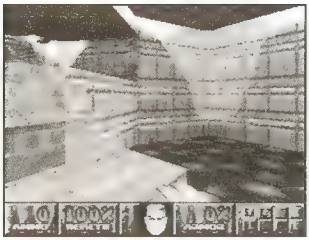
Tap ×, △, L1, ↑, ↓, R2, ←, ←.

WARP



Tap →, ←, R2, R1, △, L1, ○, ×.

X-RAY



Tap L1, R2, L2, R1, →, △, ×, →.

Passwords

ENTER PASSWORDS HERE

To jump to levels, including the secret levels, enter the following passwords at this screen. Levels 1 – 30 are from the original Doom. Levels 31 – 54 are from Doom II, and Levels 55 – 59 are hidden levels.

LEVEL	PASSWORD	LEVEL NAME	LEVEL	PASSWORD	LEVEL NAME
Level 2	CR!3WDD3DB	Plant	Level 32	VM!3V1D3DB	Underhalls
Level 3	3JJCMK8W64	Toxin Refinery	Level 33	W394W2DMFC	The Gantlet
Level 4	03LTJ0Y!02	Command Control	Level 34	ZQ58ZKJRKH	The Focus
Level 5	H33!1HFTHK	Phobos Lab	Level 35	Z758ZKJ8KH	The Waste Tunnels
Level 6	04MSKZX9Z1	Central Processing	Level 36	5C2V3DQBNL	The Crusher
Level 7	YTTLCXXLXV	Computer Station	Level 37	NCKBLX7V53	Dead Simple
Level 8	09SMBY04YW	Phobos Anomaly	Level 38	1Q580FCRKH	Tricks and Traps
Level 9	7KKBLD7V53	Diemos Anomaly	Level 39	HTMSKZZ9Z1	The Pit
Level 10	FM4217GSGJ	Containment Area	Level 40	WS58ZKCRKH	Refueling Base
Level 11	H!!3WDGLDB	Refinery	Level 41	CSNRG2W820	O of Destruction!
Level 12	07QPDW26WY	Deimos Lab	Level 42	WT670JBQJG	The Factory
Level 13	WTXQ9C3W12	Command Center	Level 43	DQLTJ1Y!02	The Inmost Dens
Level 14	RBR4G!LDLN	Halls of the Damned	Level 44	2N94VFFMFC	The Suburbs
			Level 45	CQLTJ0Y!02	Tenements
Level 15	WTXQ9C3W11	Spawning Vats	Level 46	WR492GDSGJ	The Courtyard
Level 16	548C7DFWYX	Hell Gate	Level 47	PFX7ZN3777	The Citadel
Level 17	JOC89DZPQS	Hell Keep	Level 48	WLHYHCPMMM	Nirvana
Level 18	JGB9CT0NRT	Pandemonium	Level 49	PFX7ZN3YYY	The Catacombs
Level 19	9QLTKR0!02	House of Pain	Level 50	WLHYHCPLLL	Barrels o' Fun
Level 20	78M63QX921	Unholy Cathedral	Level 51	PFX7ZN3XXX	Bloodfalls
Level 21	S!61FHVQJG	Mt. Erebus	Level 52	LWHYHPCXXX	The Abandoned Mines
Level 22	33QHFTT6WY	Limbo			
Level 23	VBGQPJ!Y46	Tower of Babel	Level 53	PF7XZ3NWWW	Monster Condo
Level 24	ZYKTLW7V53	Hell Beneath	Level 54	7L3!266DJK	Redemption Denied
Level 25	0DJSM4HW64	Perfect Hatred	Level 55	PF7XZ3NVVV	Fortress of Mystery
Level 26	LS5YPTCRKH	Sever the Wicked			
Level 27	ZDJSMVRW64	Unruly Evil	Level 56	3P67ZNBQJG	The Military Base
Level 28	1YKTX4QV53	Unto the Cruel	Level 57	JCGDNFL555	The Marshes
Level 29	XKF6R8LZ97	Twilight Descends	Level 58	WLHYHCPQQQ	The Mansion
Level 30	DJX07Q4HTR	Threshold of Pain	Level 59	JCGDNFL556	Club Doom
Level 31	C0W1!QNJQS	Entryway			

FIFA 96

Light Trick

ADJUST THE SHADOWS

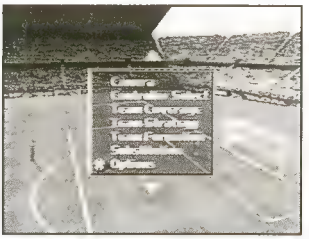
At the "Instant Replay" screen...

...press and hold R1 and use the D-Pad to adjust the lighting and shadows.

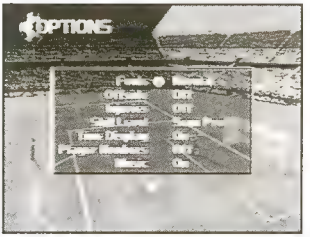
Right and Left on the D-Pad change shadows' angles. Up and Down change the shadows' length.

Cheats

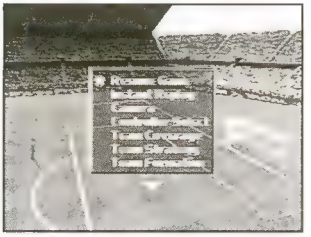
GROUP 1 CODES



First you have to follow these steps: Start a game...



...pause it (using the Start button).

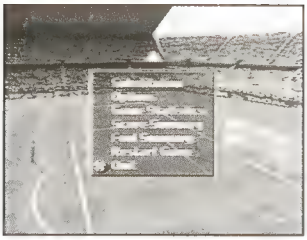


Select Options and enter any of the codes in Group 1. You will hear a click.

Exit the Options menu and return to the menu that has "Resume Game" as a choice. Now Press □. You will get a secret Options menu. Grayed-out choices require another code. Use Left and Right on the D-Pad to change settings.

GROUP 1 CODES	
Invisible Walls	××××□□□□△
Curve Ball	△□×△××
Super Power	△□△△△△△△△△△
Super Goalie	□□□□□△△△△△
Super Offense	□□□□□△×
Super Defense	△△△△△×△
Shootout	□△□×□△
Stupid Team	□△×□△×

GROUP 2 CODES



After entering the Group 2 codes (use the same method you used to enter the Group 1 codes)...

Select Options to see new choices found at the bottom.

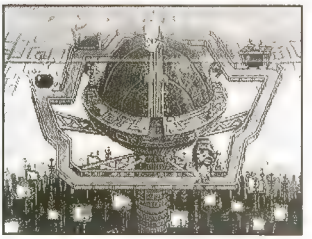
...go back to the Main Menu (you must quit your game).

GROUP 2 CODES		
Formal	□△×□△△×△	**Tuxedoes as Uniforms**
Federation	□△×□△△××	**Data and Spock**
Dynamic Duo	□△×□△△△□	**Batman and Robin**
Invisible	□△×□△△×□	**Just hair, shorts, shoes, and numbers**

GEX

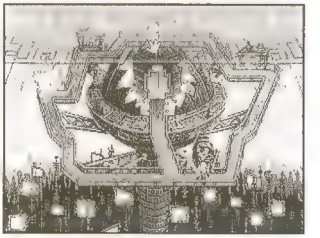
Level-Hopping Codes

LEVEL SELECT

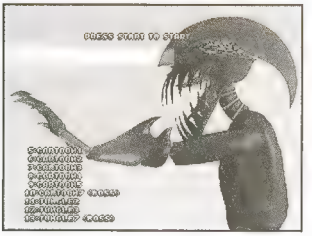


Go to "The Dome" on the main Map screen and press Select to bring down the Remote Bar. Hold R1 and tap ×, □, ×, ➔, ↑, ←, ○, ○, ↓, ↓.

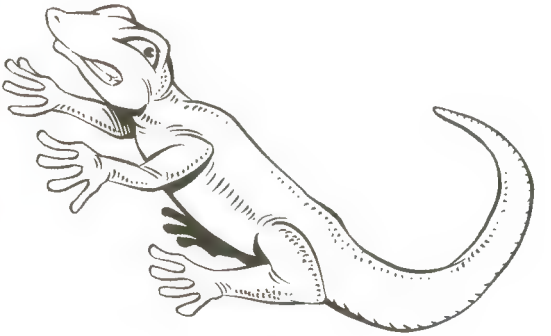
OPEN ALL WORLDS



Do this at any map: Press Select to bring down the Remote Bar, hold R1, and tap ○, Start, ➔, ↑, □, ←, ←, ↑, Start. It will open all the levels.

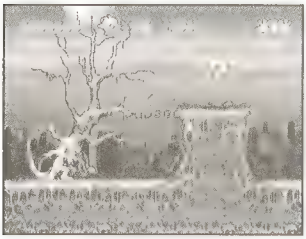


This gives you a list that you can use to jump to all the game's levels.



Power-Ups

FIRST PAUSE

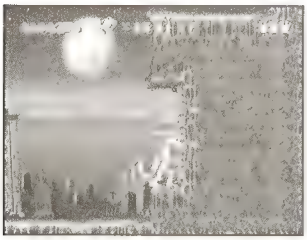


First pause the game, then enter any of these codes.

ELECTRIC SPIT

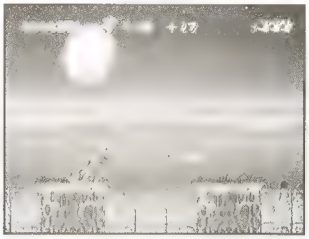
Hold R1 and tap →, ←, →, ○, △, →, ○, ↓, →.

INVINCIBLE



Hold R1 and tap ×, □, ↓, ↓, ↑, ↓, →.

FREEZE SPIT



Hold R1 and tap ○, ○, ←, ↓, ○, ↑, →.

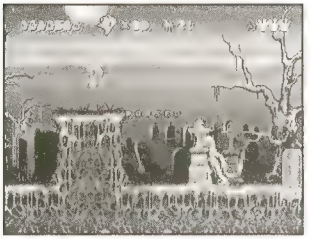
SPEED UP

Hold R1 and tap ↓, Start, →, →, ↓, ↑, Start.

BURNER

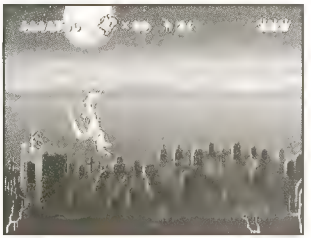
Hold R1 and tap ×, ↑, →, ↑, →, →.

INFINITE LIVES



Hold R1 and tap ↑, ○, △, ↓, →, □, ↓.

HIGHER JUMP



Hold R1 and tap ×, ○, ↑, ↑, ↓, →, →.

SCI-FI WORLD

In the Cemetery World on the Frankie Heli level, work you way to the right until you see this location, where a small path starts directly above the spikes. Take the warp to the next section of the level.

In this location, jump on the platform in the top right of the level. You have to use the Higher Jump to get there.

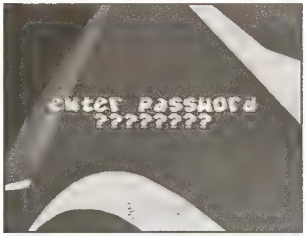
From the platform, run-jump to the right. Again use the Higher Jump to help you get there. If done right, you will go to a secret bonus room.

If you get a perfect score in each of these bonus rooms, you will go directly to the Sci-Fi World.

JOHNNY BAZOOKATONE

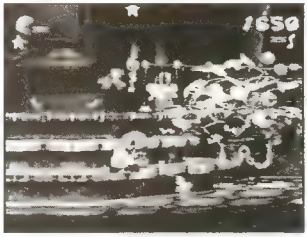
Cool Passwords

ENTER 'EM HERE



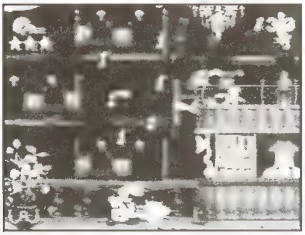
Enter the following passwords at this Password screen.

LEVEL 3 KITCHEN



Password: **TEASPOON**

LEVEL 2 HOTEL



Password: **AFLEAPIT**

LEVEL 4 HOSPITAL

Password: **SEDATION**

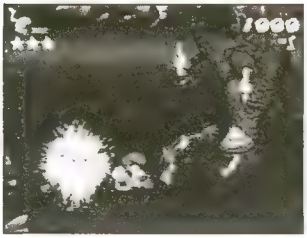
LEVEL 5 PENTHOUSE

Password: **VERYNICE**

LEVEL SELECT

Password: **KRISTIAN**

INVULNERABILITY



Password: **PILCHARD**

LOADED

Cheats

USING THE CHEATS

To use these codes, pause the game and hold L1 and L2 for 10 seconds before you enter the following key sequences. Once you have entered the mode you want, highlight it and tap × to use it.

Here's what your Pause menu will look like when you have all the codes entered.

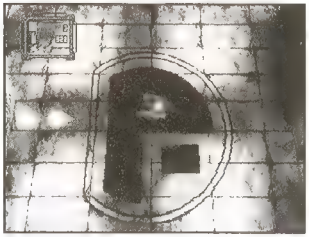
EXTRA HEALTH

Tap →, →, ←, ↓, ↓, ↑, △, ○.

MORE AMMO

Tap ↓, →, ○, ←, →, ○.

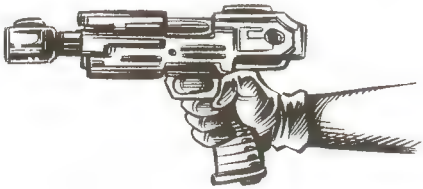
WEAPON POWER-UP



Tap →, ↓, →, △.

EXTRA LIVES

Tap ←, ↓, →, △, □, ×, ○.

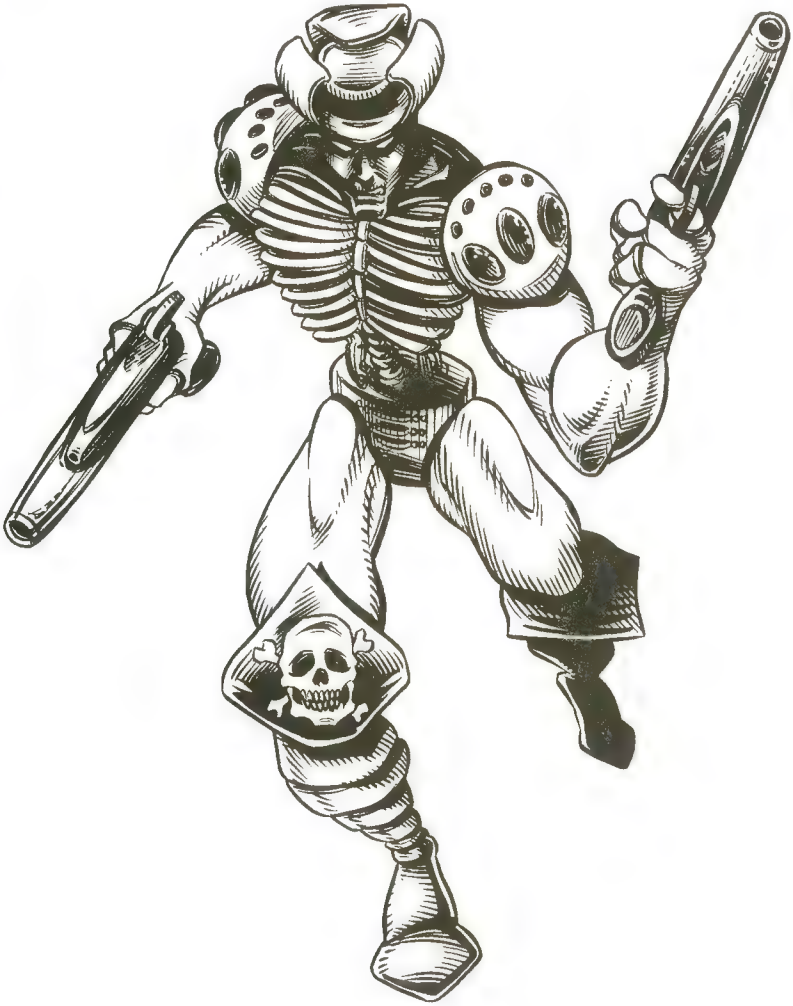


EXTRA SMART BOMBS

Tap R1, R2, ×, △, □, ○, R1, R2, ○, ○, □.

LEVEL SELECT

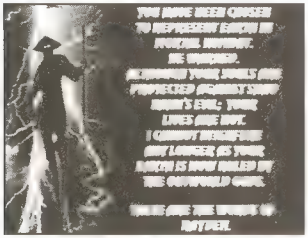
Tap ×, R1, △, R1, □, ○, R2, R2, ×, □, △, ×.



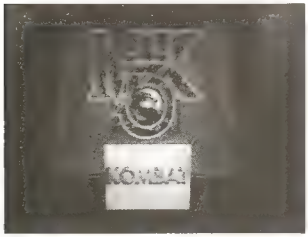
Mortal Kombat 3

The Cheats

CHEAT MENU 1



Turn on the game and press ×, L1, and L2 anytime during the Attract mode.

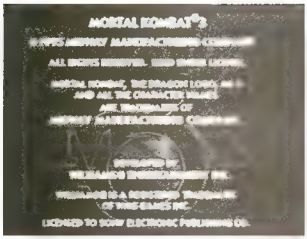


Next, press Start to go to the main menu cube…

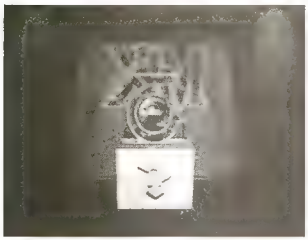
…and then press ↑ to access the "?" menu option.

Free Play gives you unlimited kredits. Smoke lets you choose Smoke as a fighter. Turn off Fatality Time to give yourself an unlimited time to perform the Fatality. Level Select lets you choose where you want to fight.

CHEAT MENU 2



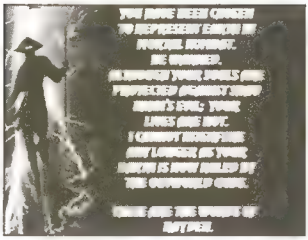
Turn on the game, and at any time during the Attract mode, press □, ×, ○, △, R1, R1, R2, R2, R1, and R1.



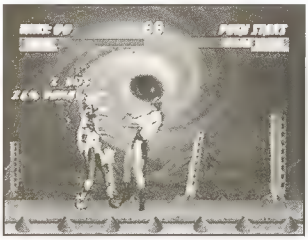
Next, press Start to go to the main menu cube, then press ↑ to access the "?" menu option.

You get another two cheat choices on this menu. The "1 Round Match" option means the fight starts at the deciding round. The "1 Hit Death" means you get hit, you die.

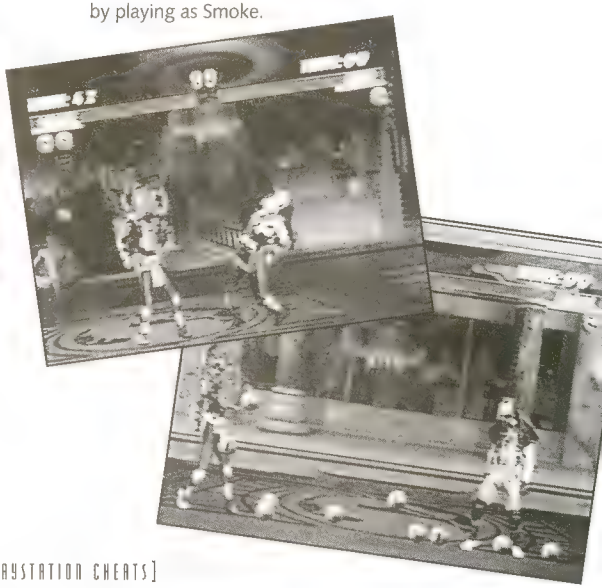
PLAY AS SMOKE



Turn on the game, and at any time during the Attract mode, press R1 once, △ six times, ○ nine times, and × six times.



Now you can fire up the competition by playing as Smoke.



Ultimate Kombat Kodes

HOW TO USE THE KOMBAT KODES

Kombat Kodes can only be used in a two-player game. Below you see kodes that contain 6 digits, for example, the code for Dark Fighting is 688-422.

The first digit is how many times you push the □ on controller one. The second digit is how many times you push the △ on controller one, and the third digit is how many times you push the ○ on controller one. The fourth digit is how many times you push the □ on controller two. The fifth digit is how many times you push the △ on controller two, and the sixth digit is how many times you push the ○ on controller two.

So in the example above, 688-422, player one would press □ 6 times, △ 8 times, and ○ 8 times. Player two would press □ 4 times, △ 2 times and ○ 2 times.

••• KOMBAT KODES •••

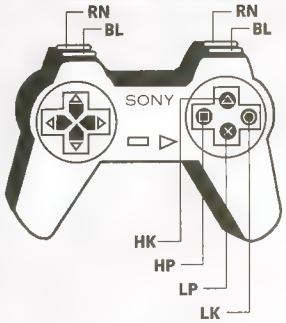
CODE DESCRIPTIONS	KOMBAT KODE PLAYER 1 □△○	KOMBAT KODE PLAYER 2 □△○
Player One Half Power	0 3 3	0 0 0
Space Game	6 4 2	4 6 8
Winner of Match Fights Shao Kahn	0 3 3	5 6 4
Psycho Kombat	9 8 5	1 2 5
Intro Message	1 2 3	9 2 6
Player Two Inflicts 1/2 Damage	0 0 0	3 9 0
Real Kombat	0 4 0	4 0 4
Throwing Disabled	1 0 0	1 0 0
Blocking Disabled	0 2 0	0 2 0
Player Two Half Power	0 0 0	0 3 3
Dark Fighting	6 8 8	4 2 2
Dark Fighting and Random Character Select	4 6 0	4 6 0
Jackbot	9 8 7	6 6 6
Player One Quarter Power	7 0 7	0 0 0
Player Two Quarter Power	0 0 0	7 0 7
Winner of Round Fights Montaro	9 6 9	1 4 1
Winner of Round Fights Noob Saibot	7 6 9	3 4 2
No Fear	2 8 2	2 8 2
Invisible Powerbars	9 8 7	1 2 3
No Uppercut Recovery Time	6 8 8	4 3 3
Unlimited Run	4 6 6	4 6 6
Winner of Round Fights Smoke	2 0 5	2 0 5
Combos Disabled	7 2 2	7 2 2
Super Run Jumps	3 2 1	7 8 9
Special Moves Disabled	5 5 5	5 5 6
Player One Inflicts Half Damage	3 9 0	0 0 0
Both Players Inflict Half Damage	3 9 0	3 9 0
Power Bars Slowly Regenerate Over Time	9 7 5	3 1 0
Super Endurance	0 2 4	6 8 9

Fatalities, Finishing Moves, and Special Moves

"Finish Him!" To do a Babality or a Friendship, don't use the Block button on the deciding round. To perform an Animality, you must be on the third round, perform a Mercy, then defeat your opponent. To do a Mercy, hold RN, tap ↓,↓,↓,↓, then release RN.

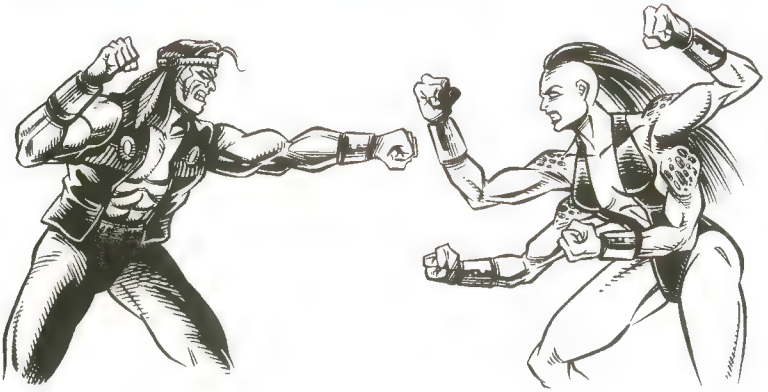
Sometimes the instructions are preceded by positioning requirements. For instance, when it says "In close," you have to be right next to your opponent. "Anywhere" means you can be anywhere, and "Far" means you should be across the screen from your vanquished foe. Note that Pit Fatalities can only be performed when you're in the three pit stages (The Subway, Pit #3, and Shao Kahn's Tower).

CONTROLLER LEGEND



BL = Block (L1 or R1)
HK = High Kick (△)
HP = High Punch (□)
LK = Low Kick (○)
LP = Low Punch (×)
RN = Run (L2 or R2)
( ) = Execute commands in parentheses simultaneously.

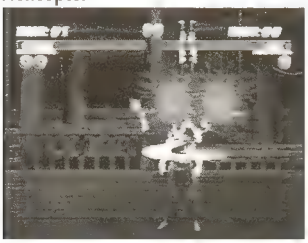
NOTE: *All techniques assume your character is facing to the right. If they're facing left, reverse any Toward and Away commands.*



CYRAX

FATALITIES

Helicopter



Anywhere, hold BL and tap ↓,↓,O, (↓, HP).

Self-Destruct

In close, tap ↓, ↓, →, (↑ RN).

Pit Fatality

In close, tap RN, BL, RN.

FINISHING MOVES

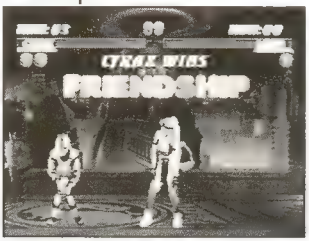
Animality

In close, hold BL and tap ↑, ↑, ↓,↓.

Babality

Anywhere, →, →, (← HP).

Friendship



Anywhere, Tap RN, RN, RN, ↑.

SPECIAL MOVES

Plasma Net

Tap ←, (← LK).

Teleport

Tap → (↓ BL).

NOTE: *This move can be done in the air.*

Close Bomb

Hold LK, tap ←, (← HK).

Far Bomb

Hold LK and tap →, (→ HK).

Air Throw

Tap ↓, (→ BL); when in close, tap (← LP) or (→ LP).

NOTE: *Your opponent must be in the air.*

JAX

FATALITIES

Scissors

In close, hold BL, tap ↑, ↓, →, ↑.

Stomp

Far away, tap RN, BL, RN, RN, LK.

Pit Fatality

In close, tap ↓, →, (↓ LP).

FINISHING MOVES

Animality

In close, hold LP and tap →, →, ↓, →, release LP.

Babality

Anywhere, tap ↓, ↓, (↓ LK).

Friendship

Anywhere, tap LK, RN, RN, LK.

SPECIAL MOVES

Single Missile

Tap ←, (→ HP).

Double Missile

Tap →, →, ←, (← HP).

Bionic Rush

Tap →, (→ HK).

Gotcha Grab

Tap →, (→ LP).

Ground Slam

Hold LK for three seconds, release LK.

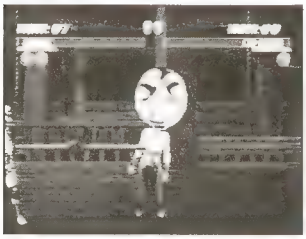
Back Breaker

Hold BL while in the air.

KABAL

FATALITIES

Inflation



Half screen away, tap ↓, ↓, ←, (→ BL).

Face of Death

In close, tap RN, BL, BL, BL, HK.

Pit Fatality

In close, tap BL, BL, BL, HK.

FINISHING MOVES

Animality

In close, hold HP, tap →, →, ↓, →, release HP.

Babality

Anywhere, tap RN, RN, LK.

Friendship

Anywhere, tap RN, LK, RN, RN, ↑.

SPECIAL MOVES

Fireball

Tap ←, (← HP).

NOTE: *This move can be done in the air.*

Web Spin

Tap ←, (→ LK).

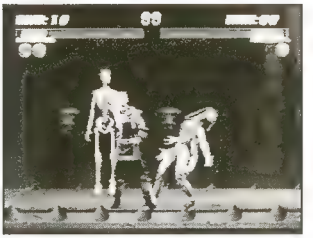
Ground Saw

Tap ←, ←, (← RN).

KANO

FATALITIES

Skeleton



In close, hold LP and tap →, ↓, ↓, →, release LP.

Eye Beam

Outside sweep range, tap LP, BL, BL, HK.

Pit Fatality

In close, hold BL and tap ↑, ↑, ←, LK.

FINISHING MOVES

Animality

In close, hold HP and tap BL, BL, BL, release HP.

Babality

Anywhere, tap →, →, ↓, ↓, LK.

Friendship

Anywhere, tap LK, LK, RN, RN, HK.

SPECIAL MOVES

Spinning Ball

Hold LK for three seconds, release LK.

Blade Toss

Motion ↓ ↙ ←, HP.

Blade Swipe

Motion ↓ ↘ →, HP.

Grab and Shake

Motion ← ↙ ↓ ↘ →, LP.

Air Throw

Hold BL while in the air.

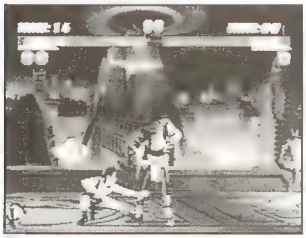
KUNG LAO

FATALITIES

Death Spin

Anywhere, tap (RN BL), (RN BL), ↓.

Hat Slice



In close, tap →, →, ←, (↓ HP).

Pit Fatality

In close, tap ↓, ↓, →, (→ LK).

FINISHING MOVES

Animality

In close, tap RN, RN, RN, RN, BL.

Babality

Anywhere, tap ↓, →, (→ LK).

Friendship

Anywhere, tap RN, LP, RN, LK.

SPECIAL MOVES

Hat Throw

Tap ←, (→ LP).

Teleport

Tap ↓, ↑.

Spinning Shield

Tap →, ↓, →, RN.

Air Diving Kick

While in the air, tap (↓ HK).

LIU KANG

FATALITIES

Flame Engulf

Anywhere, tap ➔, ➔, ↓, (↓ LK).

Mortal Drop

Anywhere, tap ↑, ↓, ↑, (↑ RN BL).

Pit Fatality

In close, tap RN, BL, BL, LK.

FINISHING MOVES

Animality

Sweep distance, tap ↓, ↓, ↑.

Babality

Anywhere, tap ↓, ↓, (↓ HK).

Friendship

Anywhere, tap RN, RN, RN, RN, ↓.

SPECIAL MOVES

High Fireball

Tap ➔, ➔, HP.

NOTE: *This move can be done in the air.*

Low Fireball

Tap ➔, ➔, LP.

Flying Kick

Tap ➔, ➔, HK.

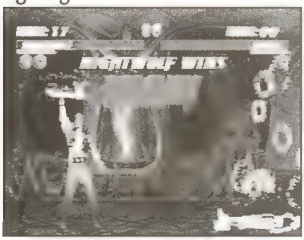
Bicycle Kick

Hold LK for three seconds, release LK.

NIGHTWOLF

FATALITIES

Lighting Axe



Half screen away, tap ←, ←, (↓ HP).

Light of Death

In close, hold BL and tap ↑, ↑, ←, →, release BL, BL.

Pit Fatality

In close, tap RN, RN, RN, BL.

FINISHING MOVES

Animality

In close, tap →, →, ↓, ↓.

Babality

Anywhere, tap →, ←, →, (← LP).

Friendship

Anywhere, tap RN, RN, RN, RN, ↓.

SPECIAL MOVES

Arrow Attack

Motion ↓ ↙ ←, LP.

Hatchet Uppercut

Motion ↓ ↘ →, HP.

Shadow Charge

Tap →, (→ LK).

Chest Reflect

Tap ←, ←, (← HK).

SEKTOR

FATALITIES

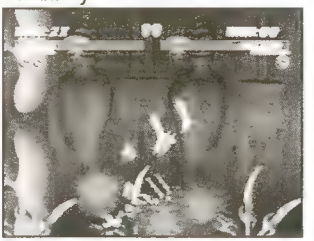
Flamer

Half screen away, tap →, →, →, (← BL).

Compactor

Sweep range, tap LP, RN, RN, BL.

Pit Fatality



In close, tap RN, RN, RN, ↓.

FINISHING MOVES

Animality

In close, tap →, →, ↓, ↑.

Babality

Anywhere, tap ←, ↓, ↓, (↓ HK).

Friendship

From a full screen away, tap RN, RN, RN, RN, ↓.

SPECIAL MOVES

Missile

Tap →, (→ LP).

Seeking Missile

Tap →, ↓, (← HP).

Teleport Uppercut

Tap →, (→ LK).

NOTE: *This move can be done in the air.*

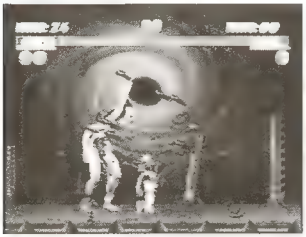
SHEEVA

FATALITIES

Skin Ripper

In close, hold HK and tap →, ←, →, →, release HK.

Ground Pound



In close, tap →, ↓, ↓, (→ LP).

Pit Fatality

In close, tap ↓, →, ↓, (→ LP).

FINISHING MOVES

Animality

In close, tap RN, BL, BL, BL, BL.

Babality

Anywhere, tap ↓, ↓, ↓, (← HK).

Friendship

Full screen away, tap →, →, ↓, →, HP.

SPECIAL MOVES

Teleport Stomp

Tap ↓, ↑.

Ground Stomp

Tap ←, ↓, (← HK).

Fireball

Motion ↓ ↘ →, HP.

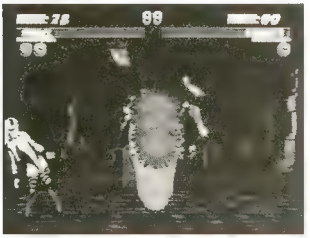
SINDEL

FATALITIES

Death Scream

In close, tap RN, RN, BL, BL, (RN BL).

Hair Death



Sweep distance, tap RN, RN, BL, RN, BL.

Pit Fatality

In close, tap ↓, ↓, ↓, (↓ LP).

FINISHING MOVES

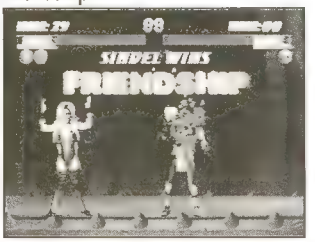
Animality

In close, hold BL, →, →, (↑ HP).

Babality

Anywhere, tap RN, RN, RN, ↑.

Friendship



Full screen away, tap RN, RN, RN, RN, RN, ↑.

SPECIAL MOVES

Wave Scream

Tap →, →, (→ HP).

Float

Tap ←, ←, (→ HK).

Fireball

Tap →, (→ LP).

Air Fireball

While jumping, motion ↓ ↘ →, LK.

Floating Fireball

While floating, motion ↓ ↘ →, LK.

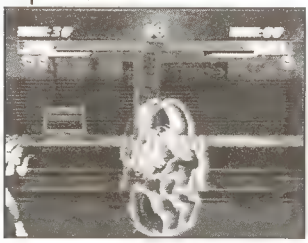
SONYA

FATALITIES

Kiss of Death

Anywhere, tap ←, →, ↓, (↓ RN).

Purple Death



Half screen away, hold (BL RN), tap ↑, ↑, ←, ↓, release (BL RN).

Pit Fatality

In close, tap →, →, (↓ HP).

FINISHING MOVES

Animality

In close, hold LP and tap ←, →, ↓, →, release LP.

Babality

Anywhere, tap ↓, ↓, ↓, (→ LK).

Friendship

Anywhere, tap ←, →, ←, (↓ RN).

SPECIAL MOVES

Ring Toss

Motion ↓ ↘ →, LP.

Flying Punch

Tap →, (← HP).

Rising Bike kick

Tap ←, ←, (↓ HK).

Leg Grab

Tap (↓ LP BL).

STRYKER

FATALITIES

Tazer Death Gun

Far away, tap →, →, (→ LK).

Bomb Squad

In close, tap ↓, →, ↓, (→ BL).

Pit Fatality

In close, hold BL, →, ↑, (↑ HK).

FINISHING MOVES

Animality

Sweep distance, tap RN, RN, RN, RN, BL.

Babality

Anywhere, tap ↓, →, →, (← HP).

Friendship

Outside sweep range, tap LP, LP, RN, RN, LP.

SPECIAL MOVES

Rushing Throw

Tap →, (→ HK).

Baton Takedown

Tap →, (← LP).

Low Grenade

Motion ↓ ↙ ←, LP.

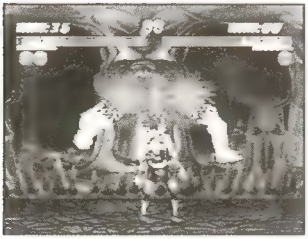
High Grenade

Motion ↓ ↙ ←, HP.

SUB-ZERO

FATALITIES

Ice Breaker



In close, tap BL, BL, RN, BL, RN.

Statue

Sweeping distance, tap ←, ←, ↓, (← RN).

Pit Fatality

In close, tap ←, ↓, →, (→ HK).

FINISHING MOVES

Animality

In close, hold BL and tap →, ↑, ↑.

Babality

Anywhere, tap ↓, ↓, ←, (← HK).

Friendship

Outside sweep range, tap LK, LK, RN, RN, ↑.

SPECIAL MOVES

Low Ice

Motion ↓ ↘ →, LP.

Ice Showers

Motion ↓ ↘ →, HP.

Motion ↓ ↘ → ←, HP for a near Ice Shower.

Motion ↓ ↙ ← →, HP for a far Ice Shower.

Ice Clone

Motion ↓ ↙ ←, LP.

NOTE: *This move can be done in the air.*

Slide

Tap (← LP BL LK).

SHANG TSUNG

FATALITIES

Soul

In close, hold L and tap RN, BL, RN, BL, release LP.

Spikes

In close, hold LP and tap ↓, →, →, ↓, release LP.

Pit Fatality

In close, hold BL, and tap ↑, ↑, (← LP).

FINISHING MOVES

Animality

Sweep distance, hold HP, RN, RN, RN, release HP.

Babality

Anywhere, tap RN, RN, RN, LK.

Friendship

Outside sweep distance, tap LK, LK, RN, RN, ↓.

SPECIAL MOVES

Fireballs

Tap ←, (← HP) for one fireball.

Tap ←, ←, (→ HP) for two fireballs.

Tap ←, ←, →, (→ HP) for three fireballs.

Ground Fireball

Tap →, ←, (← LK).

MORPHS

Cyrax	**BL, BL, BL**
Jax	**Tap →, →, (↓ LP)**
Kabal	**Tap LP, BL, HK**
Kano	**Tap ←, (→ BL)**
Kung Lao	**Tap RN, RN, BL, RN**
Liu Kang	**Hold BL, motion full circle clockwise starting →**
Nightwolf	**Hold BL, tap ↑, ↑, ↑**
Sektor	**Tap ↓, →, (← RN)**
Sheeva	**Hold LK, tap →, ↓, →, release LK**
Sindel	**Tap ←, ↓, (← LK)**
Sonya	**Tap (↓ RN LP BL)**
Stryker	**Tap →, →, (→ HK)**
Sub-Zero	**Tap →, ↓, (→ HP)**

SMOKE

FATALITIES

Oblivion

Full screen away, hold BL and tap ↑, ↑, →, ↓.

Open Wide

Sweep distance, hold (RN BL) and tap ↓, ↓, →, ↑.

Pit Fatality

In close, tap →, →, (↓ LK).

FINISHING MOVES

Animality

Half screen away, tap ↓,→, (→ BL).

Babality

Anywhere, tap ↓, ↓, ←, (← HK).

Friendship

Half screen away, tap RN, RN, RN, HK.

SPECIAL MOVES

Spear

Tap ←, (← LP).

Teleport Uppercut

Tap →, (→ LK).

NOTE: *This move can be done in the air.*

Air Throw

While in the air, hold BL.

Invisibility

Hold BL and tap ↑, (↑ RN).

NBA JAM
Tournament Edition

Completing a Season and Expanding Rosters

LAST GAME

To get to the last game of a season, hold L1 and R1 and enter the following Initials and Birthdate: END, January 1.

After you win the next game (vs. the Rockets), you will get the end-game credits and video. You can then access the expanded rosters and All-Star team.

WINNING THE SEASON

To win the season, hold L1 and R1 and enter the following Initials and Birthdate: FIN, January 1.

EXTENDED ROSTERS

At the Team Select screen, hold down the Select button and rotate the directional pad twice in the counterclockwise

direction. A light-blue box that says "Extended Roster" will appear if you did the trick right. This will add a minimum of one additional player to your team roster.

Slammin' Secret Codes

IMPLEMENTING CODES

Codes must be entered at the "Tonight's Matchup" screen while the announcer is introducing the teams playing. Multiple codes are allowed if you can enter them fast enough, and up to four players can enter codes at the same time. Button inputs are directional pad buttons and the colored "shape" buttons.

CODES WITH ONSCREEN MESSAGES

Shot Percentage Display
Tap ↑, ↑, ↓, ↓, △.

Power-Up Fire
Tap ↓, →, →, ○, △, ←.

Quick Hands
Tap ←, ←, ←, ←, ○, →

Max Power
Tap →, →, ←, →, ×, ×, →.

Power-Up Goaltending
Tap →, ↑, ↓, →, ↓, ↑.

Power-Up Turbo
Tap ○, ○, ○, □, ↓, ↓, ↑, ↑.

Power-Up Offense
Tap □, ○, ↑, □, ○, ↑, ↓.

Power-Up 3 Pointers
Tap ↑, ↓, ←, →, ←, ↓, ↑.

Full-Court Jams
Tap ←, →, ×, ○, ○, ×.

Full-Court Push
Tap Tap ↓, ↓, ×, ○, ×, →, →.

CODES WITHOUT MESSAGES

Push One Opponent and Both Fall
Tap ↑, ↑, ↑, ↑, ←, ←, ←, ←, ○, ○.

Push One Opponent and Only Teammate Falls
Tap ↑, ↑, ↑, ↑, ←, ←, ←, ←, ○, △.

Tele-Pass
Tap ↑, →, →, ←, ○, ↓, ←, ←, ○, □.

High Passes (Less Interceptions)
Tap ↑, ↓, ↑, ↓, →, ↑, ○, ○, ○, ○, ↓.

Speed Up
Tap ↑, ↑, ↑, ↑, ←, ←, ←, ←, ×, △.

Baby Mode
Tap ○, □, ○, □, ○+□.

Richard Kiel Mode
Tap △, × (repeat 7 times).

Big Heads
Tap △, □, ×, ○, △, □, ×, ○.

Mammoth Heads
Tap ○, ×, □, △ (repeat 4 times).

Secret Players

At the Initials screen, hold down L1 and R1 and enter the following to access secret characters:

NBA PERSONALITIES

PERSON	INITIALS	BIRTHDATE
Larry Bird	LAR	Jan 15
Carol Blazejowski	BLZ	Jan 14
Charlotte Mascot	HOR	June 12
Chicago Mascot	BEN	Sep 20
Minnesota Mascot	WOL	Mar 7
Phoenix Mascot	APE	Apr 2

TEAM SONIC YOUTH

BAND MEMBER	INITIALS	BIRTHDATE
Kim Gordon	GOR	July 3
Thurston Moore	MOE	June 8
Lee Renaldo	REN	Feb 4
Steve Shelley	SHY	June 8

TEAM BEASTIE BOYS

BAND MEMBER	INITIALS	BIRTHDATE
Adrock	ADR	Apr 6
MC Adam Yauch	MCA	Apr 9
Mike D	M,D	July 1

HEADS OF STATE AND OTHER CELEBRITIES

CELEBRITY	INITIALS	BIRTHDATE
President Bill Clinton	BIL	June 3
Hillary Clinton	HIL	Nov 6
Prince Charles	CHA	May 4
Heavy D	HEA	Jan 9
DJ Jazzy Jeff	JAZ	Oct 9
Fresh Prince	FRS	Feb 2
Frank Thomas	FNK	Jan 8

TEAM ACCLAIM

NAME	INITIALS	BIRTHDATE
Seth W. Rosenfeld	STH	Dec 8
Dan Feinstein	DAN	Feb 2
Elizabeth Burgess	LIZ	Aug 7
Nat Gunter	GUN	Jan 11
Shawn Rosen	SAW	Apr 10
Pete Wanat	WAN	June 10
Asif Chaudri	CHD	May 5
Brett Gow	GOW	July 17
Mark Thienvanich	THI	Nov 1
Eric Juby	KUB	Apr 14
Alix Delucia	DEL	Oct 19
Eric Samulski	AIR	Jan 21

TEAM IGUANA

NAME	INITIALS	BIRTHDATE
Chris Kirby	CHR	Dec 18
Jay Moon	JAY	Aug 24
Jason Falcus	JAS	Nov 16
Snake	SNK	June 15
Ziggy Hill	ZIG	Apr 7
Andy Catling	CAT	Jan 2
Barry Hutchinson	BAR	Apr 9
Darren Falcus	DAZ	Aug 6
Darren Hodgson	HOG	Dec 31
Darren Tunnicliff	SAT	May 7
Jason Whitaker	JAX	Mar 1
Mike Muskett	MUS	Dec 24
Paul McHugh	BAA	July 12
Tom Higgins	TOM	Feb 19
Rob Gray	ROB	Feb 23

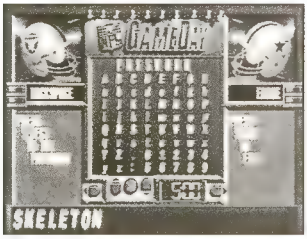
TEAM WILLIAMS

NAME	INITIALS	BIRTHDATE
Mark Turmell	TUR	Jan 31
Sal Divita	DIV	July 3
Tony Goskie	GOS	Jan 6
Jamie Rivett	REV	July 6
John Carlton	CAL	Mar 25
Shawn Liptak	LIP	Jan 14

NFL GameDay

Game-Breaking Passwords

ENTER PASSWORDS HERE



Enter the following passwords at this screen.

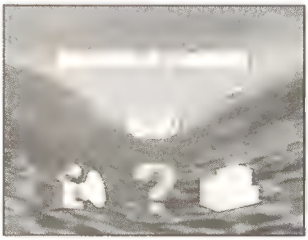
EFFECT	PASSWORD
Big-Time Hits	CRUNCH.TIME
Bigger Players	BIG.BOYS
Reapers vs. Boneheads	SKELETON
Super-Tough CPU	URNOTREDE
Super-Fast Speed Burst	JUICE
Easy Passes	CANNON.ARM
Easy Catches	STICKUM
Easy Interceptions	PICK.CITY
Better Offense	OFFENSE
Better Defense	DEFENSE

Novastorm

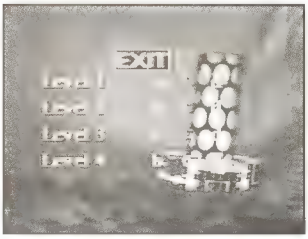
Level Select

Here's an easy Level Select trick for *Novastorm*: First, start a regular game. (You may want to set the game to Easy with seven Lives to ensure you pull off this trick.)

When you die, you must have enough points to enter a name in the High Score screen. Enter the name: TWIRLY.



Now go to the Main screen. A new option (a power-up icon) will be available to you. This is the Level Select option. Choose it and...



...you'll be taken to the Level Select menu. Now you can go to any *Novastorm* level you want.

Off-World Interceptor Extreme

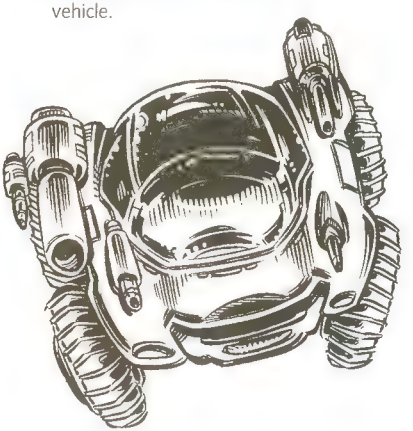
Big Bucks

This code will allow you to buy all the supplies you'll ever need to get ahead in the game.

At the Main Menu, go into the Options screen.

Once in the Options screen, tap □, ×, ○, □, ×, ○, □, ×, ○, □, ×, ○, □, ×, ○, □, ×, ○, L1. You will hear a sound if you've done it right.

Now when you go to the shop, you'll have $9,999,900 to spend on your vehicle.



Primal Rage

Armadon

FATALITIES

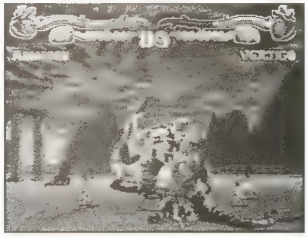
Meditation
(HQ + HF + LQ + LF) →, ↓, ←, →, →.

Impaler
(HQ + HF + LQ + LF) ↓, ←, ↑, ↓.

Gut Fling
(HQ + HF + LQ) ↓ ↓ ↓ ↓ ↑.

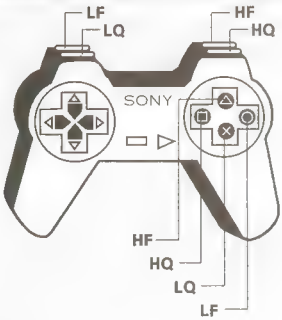
SPECIAL ATTACKS

Iron Maiden



(HF + LQ) ←, ↑, →.

CONTROLLER LEGEND



HQ = High Quick (□ or R1)
HF = High Fierce (△ or R2)
LQ = Low Quick (× or L1)
LF = Low Fierce (○ or L2)
← = Away
→ = Toward
↑ = Up
↓ = Down
( ) = Execute commands in parentheses simultaneously.

NOTE: *All techniques assume your character is facing right. If they're facing left, reverse → and ← commands.*

Flying Spikes

(HF + LF) ←, ↑.

Spinning Death
(HQ + LF) ←, →, ↓, ←.

Bed-O-Nails
(HF + LQ) ↓, ↑.

Hornication Uppercut
(HQ + HF + LQ) ↓, →, ↑.

Gut Gouger
(HQ + HF + LQ) ←, →.

Mega Charge
(HQ + LQ) ←, ↓, →.

Eat Humans
(HQ + HF + LQ + LF) ↑, →, ↓.

– Blizzard –

FATALITIES

Brain Bash
(HQ + HF + LF) ↓, ←, ↑, →, ↓, ←, ↑, →.

To-Da-Moon
(HQ + HF + LQ + LF) ↓, ↓, ↓, ↓, ↑.

Redemption
(HQ + HF + LQ +LF) ↓, →, ↑, ↓, ↑.

SPECIAL ATTACKS

Ice Geyser

(HQ + HF + LF) ↓, ↑.

Freeze Breath

(HQ + HF + LF) ←, →.

Punching Bag
(HQ + LF) →, ↓, ←, ↑.

Air Throw
(HF + LQ).

Throw
(HF + LQ) →, ↓, ←, ↑.

Mega Punch Fake
(HQ + LQ) ↓, ↑.

Mega Punch Short
(HQ + LQ) ←, →.

Mega Punch Long
(HF + LF) ←, →.

Mega Punch Quick
(HQ + HF + LQ + LF) ←, →.

Eat Humans
(HQ + HF + LQ + LF) →, ↓, ←, ↑.

Chaos

FATALITIES

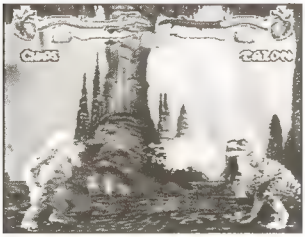
Cannonball
(HQ + HF + LQ + LF) ←, ↓, →, ↓, ←.

Golden Shower
(HQ + LQ) ↓, ↓, (HQ + LQ + HF + LF) ←, →, ←, →.

Churl
(HQ + HF + LQ + LF) →, →, →, ←, ←, ←.

SPECIAL ATTACKS

Fast Power Puke



(HQ + LF) ↑, →.

Battering Ram
(HQ + LQ) →, →.

Fart of Fury
(HF + LQ) →, ↑, ←.

Grab-n-Throw
(HF + LF) →, ←.

Ground Shaker
(HF + LQ) ←, ←, ↑, ←, ↓.

Slow Power Puke
(HF + LQ) ↑, →.

Eat Humans
(HQ + HF + LQ + LF) →, ↓, ←.

Flying Butt Slam
(HF + LF) ←, ↓, →, ↓, ←.

Diablo

FATALITIES

Incinerator
(HQ + HF + LQ + LF) →, ↑, ←, ↓, →, ↑, ←, ↓.

Inferno
(HQ + LQ + LF)↑, ↓, ↑, ↓, ↓.

Fireball
(HF + LQ + LF) ←, ↑, →.

SPECIAL ATTACKS

Inferno Flash

(HF + LQ + LF) ↑.

Torch
(HQ + LQ) ↑, →.

Mega Lunge
(HQ + LF) ←, ↓, →.

Fast Fireball
(HQ + LQ) ↓, →.

Slow Fireball
(HF + LF) ↓, →.

Pulverizer
(HQ + LF) ←, ↑, →.

Hot Foot
(HF + LF) ←, ↑, →.

Eat Humans
(HQ + HF + LQ + LF) ↓, ↑, ↓.

Sauron

FATALITIES

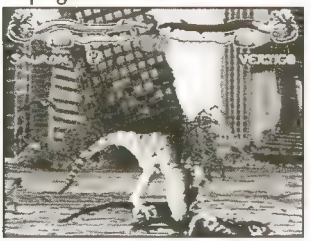
Carnage
(HQ + HF + LQ + LF) ←, →, ←, →, ←.

Flesh Eating
(HQ + LQ) ↓, ↓, ↓, (HQ + HF + LQ + LF) ↑, ↑, ↑.

Grape Crusher
(HQ + HF + LQ + LF) ↑, ↓, ↑, ↓, ↓.

SPECIAL ATTACKS

Leaping Bone Bash



(HF + LQ) ↓, ↑, ↓.

Cranium Crusher
(HQ + LF) ↓, ↑.

Earthquake Stomp
(HQ + HF + LQ + LF) ↑, ↓, ↑.

Primal Scream
(HQ + LQ) ↓, ↑.

Stun Roar
(HQ + LQ) ←, →.

Air Throw
(HF + LF).

Neck Throw
(HF + LF) →, ←.

Eat Humans
(HQ + HF + LQ + LF) ↓, ↓, ↑.

Talon

FATALITIES

Heart Wrenching
(HQ + LQ + LF) →, ↓, ←, ↑.

Shredding
(HQ + LF) →, ↓, ←, ↑.

Stampede
(HQ + HF + LQ + LF) →, ←, ↑, ↓.

SPECIAL ATTACKS

Face Ripper

(HF + LF) ↓, →.

Brain Basher

(HF + LQ) ←, ↑, →.

Frantic Fury
(HQ + LF) ←, ↓, →.

Slasher
(HQ + LQ + LF) ↓, →.

Jugular Bite
(HF + LF) ←, →.

Pounce & Flip
(HF + LQ) ➔, ↓, ➔.

Run Forward/Backward
(HQ + LQ) ➔, or ←.

Brain Basher
(HF + LQ) ←, ↑, ➔.

Eat Humans
(HQ + HF + LQ + LF) ➔, ↓.

Vertigo

FATALITIES

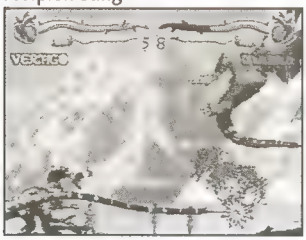
Petrify
(HF + LF) ←, ←, ←, (HQ + HF + LQ + LF) ➔, ➔.

Shrink and Eat
(HF + LF) ←, ←, ←, (HQ + HF + LQ + LF) ↓, ↑.

La Vache Qui Rit
(HQ + HF + LQ + LF) ←, ←, ←, ↓, ➔.

SPECIAL ATTACKS

Scorpion Sting



(HF + LQ) ➔, ➔.

Voodoo Spell

(HF + LQ) ←, ←.

Come Slither

(HQ + LQ) ←, ←.

Teleport
(HF + LF) ↓, ↓.

Fast Venom Spit
(HQ + LQ) ➔, ➔.

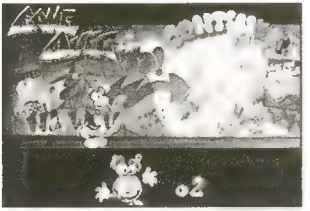
Slow Venom Spit
(HF + LF) ➔, ➔.

Eat Humans
(HQ + HF + LQ + LF) ↓, ➔.

RAYMAN

Cool Codes

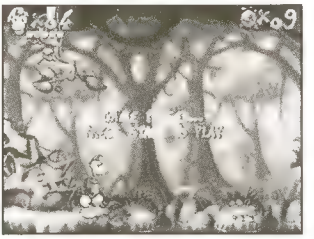
10 CONTINUES



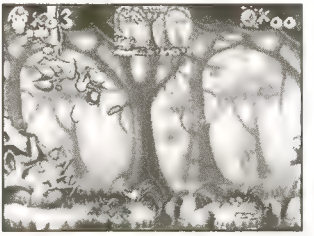
When you are down to two Continues or less, tap ↑, ↓, →, ← at the Continue screen.

Repeat as needed.

SCREEN WITHIN A SCREEN



At any time during play, pause the game. Hold R2 and tap ○, ○, ←, ○, ○.



You will see a smaller screen appear at the top of your screen. Repeat the code to make it go away.

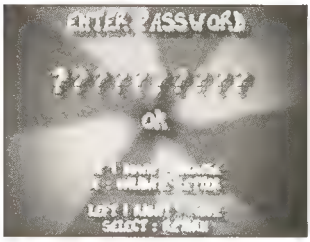
HIDDEN ANIMATION

At the UbiSoft logo screen, hold (Ll L2 Rl R2) until the brick wall appears. Then, while still holding all the buttons, press Start.

Now you can watch Rayman evolve.

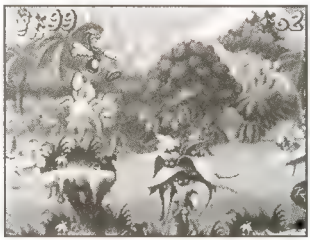
Passwords

ENTER PASSWORDS HERE



These passwords will help you get through the game, but it's up to you and Rayman to save the world.

99 lives



Password: **XNB9FM!Z2?**

Go to Last Level

Password: **SD3BKFooMN**

RIDGE RACER

High-Octane Tricks

FLAG FUN

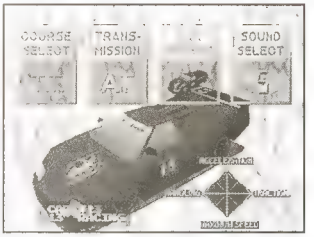
At the Title screen (where you can see the Ridge Racer flag), hold down any combination of two of the top buttons (L1, L2, R1, and R2).

Now every other button and pad movement will control the 3-D movement of the Ridge Racer flag. You can make it rotate, spin, zoom, pan, etc.

EIGHT ADDITIONAL CARS

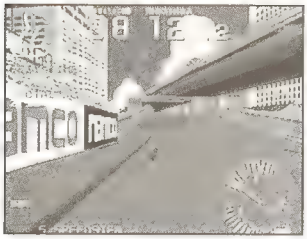
Kill all of the enemies in the *Galaxian* game to make a new group of cars available to you.

RACE AS THE BLACK CAR



To race as the black car, you must defeat it in the "Time Trial Extra" race. You must drive a flawless race in two of the three laps — and yes, it is possible to win with any of the cars.

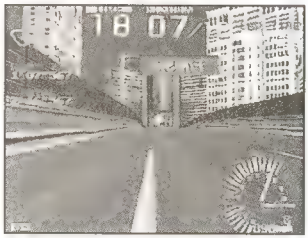
RACE BACKWARD



Begin any race with the car of your choice. When you pass the "on-ramp" (the starting corridor that's flanked by "NAMCO" banners)...

Start driving the wrong way up the corridor path, doing at least 80 m.p.h. Hit the wall head on.

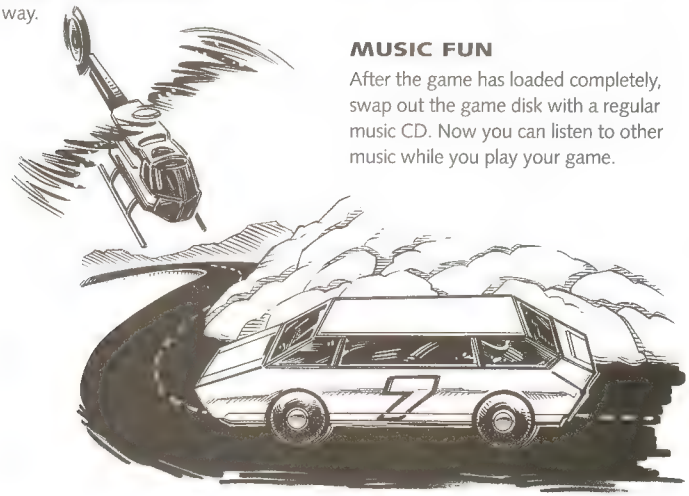
...run your car into the wall and force it to spin around, facing the wrong way.



If you're moving fast enough, you'll pass right through the wall and be able to drive the course backward.

MUSIC FUN

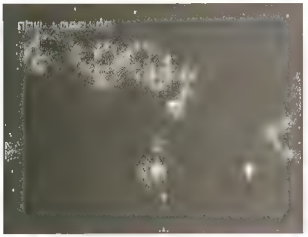
After the game has loaded completely, swap out the game disk with a regular music CD. Now you can listen to other music while you play your game.



RIDGE RACER REVOLUTION

Revolutionary Tricks and Extras

EIGHT ADDITIONAL CARS



When the game is loading, shoot down all enemies in *Galaxian* to make a new group of eight cars available.

TRACK AND CAR FUN

Rotate cars and tracks by pushing Up and Down on the D-Pad at the Car and Course Select screens.

EXTRA TRACKS

To race the extra tracks in the game, you have to finish in first place in the three main tracks. After you beat all three tracks, you will see the words, "Congratulations! Let's play extra course!" Then you'll see the ending of the game. Go back to the Course Select screen and scroll right to select the extra tracks. This trick also works on *Ridge Racer.*

RACE BACKWARD ON REGULAR TRACKS

To race backward on the normal tracks, start a race on any track and turn the car around right when your car kicks into fifth gear. As you speed toward the starting line, you'll see a wall and a sign that tells you are going the wrong way. Drive through the wall. Now you can race backward against the computer-controlled cars.

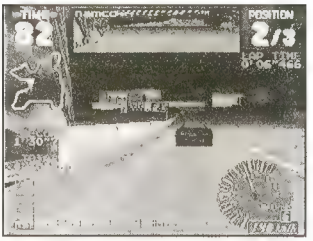
RACE BACKWARD ON EXTRA TRACKS

To race backward on extra tracks, start a race on any of the extra tracks and once again turn the car around when you hit fifth gear. The wall will appear at the starting line. Drive through the wall to race backward.

RACE AS THE BLACK CAR

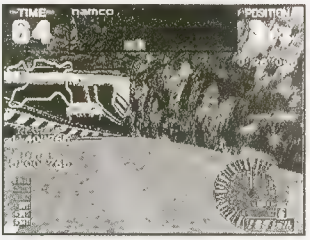
To race as the black car, you must defeat it in the novice extra track in the "Time Trial Extra" race. You must drive a flawless race in the last two laps.

RACE AS THE MINI BLACK CAR



To race as the mini black car, you must drive a flawless race on the advanced extra track in the "Time Trial Extra" race.

RACE AS THE WHITE CAR

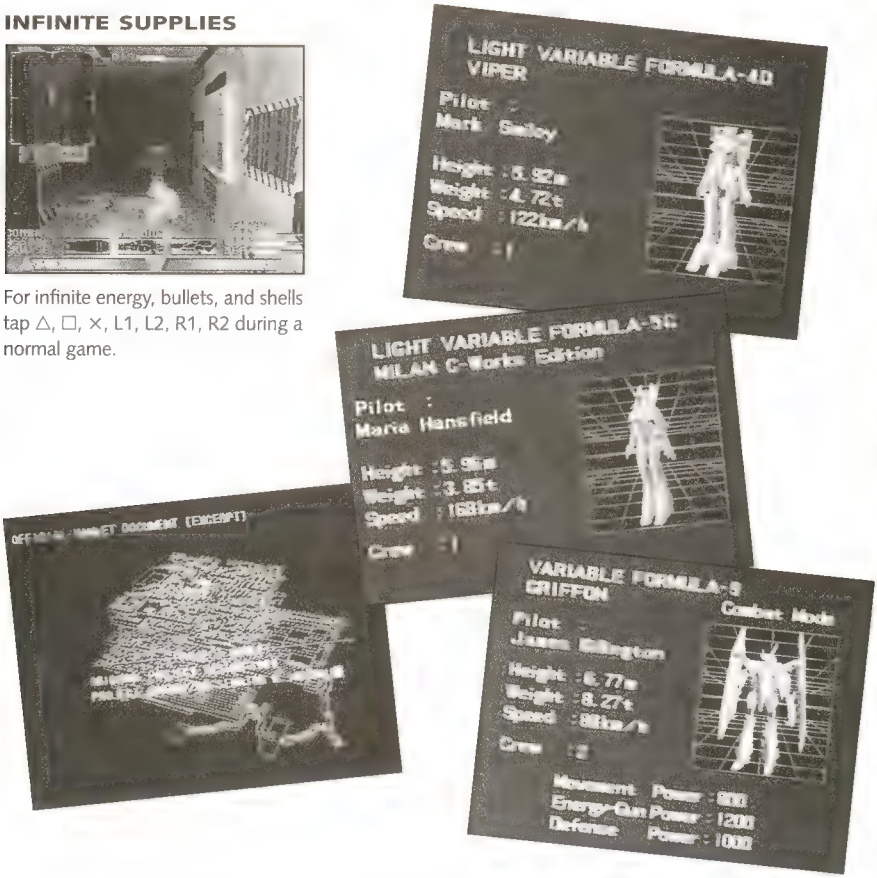


The White Angel is the ultimate driving machine. It makes the black ones seem like something grandma drives to church. To race as the white car, you must drive a flawless race on the extra expert track in the "Time Trial Extra" race. The same rules apply as before: You must drive a flawless race in the last two laps. Good luck, this one is tough.

SPACE Griffon

INFINITE SUPPLIES

For infinite energy, bullets, and shells tap △, □, ×, L1, L2, R1, R2 during a normal game.

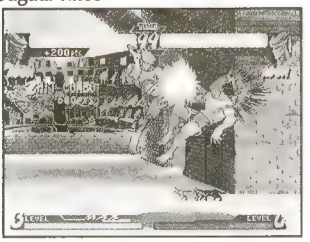


Street Fighter ALPHA

Adon

SPECIAL MOVES

Jaguar Knee



Motion ↓ ↘ → ↗ and any Kick button.

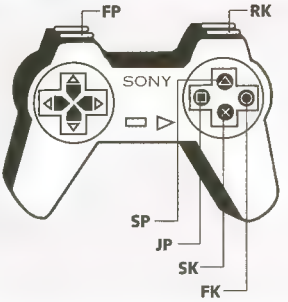
Front Kick
Tap (↘ FK).

Jaguar Kick
Motion ← ↓ ↙ and any Kick button.

Jaguar Tooth
Motion → ↘ ↓ ↙ ← and any Kick button.

Alpha Counter
Motion ← ↙ ↓ and any Kick button.

CONTROLLER LEGEND



JP = Jab Punch (□)
SP = Strong Punch (△)
FP = Fierce Punch (L1)
SK = Short Kick (×)
FK = Forward Kick (○)
RK = Roundhouse Kick (R1)
( ) = Execute commands in parentheses simultaneously.

NOTE: *All techniques assume your character is facing right. If they're facing left, reverse any → and ← commands.*

SUPER MOVES

Jaguar Breed Assault

Motion ↓ ↘ → ↓ ↘ → and any Punch button.

Jaguar Revolver

Motion ↓ ↙ ← ↓ ↙ ← and any Kick button.

Akuma

SPECIAL MOVES

Overhead Chop

Tap (→ SP).

Spin Kick

Tap (→ FK).

Diving Kick

At the peak of jumping in, tap (↓ FK).

Fireball

Motion ↓ ↘ → and any Punch button.

Red Fireball

Motion ← ↙ ↓ ↘ → and any Punch button.

Air Fireball

While jumping, motion ↓ ↘ → and any Punch button.

Hurricane Kick

Motion ↓ ↙ ← and any Kick button.

Dragon Punch

Motion → ↓ ↘ and any Punch button.

Forward Roll

Motion ↓ ↙ ← and any Punch button.

Air Roll

Motion ↓ ↘ → ↗ and any Punch button.

Teleport

Motion → ↓ ↘, (JP SP FP) or (SK FK RK), or motion ← ↓ ↙, (JP SP FP) or (SK FK RK).

Alpha Counter

Motion ← ↙ ↓ and any Kick button.

SUPER MOVES

Vacuum Fireball

Motion → ↘ ↓ ↙ ← → ↘ ↓ ↙ ← and any Punch button.

Rising Dragon Wave

Motion ↓ ↘ → ↓ ↘ → and any Punch button.

Aerial Vacuum Fireball

While in the air, motion ↓ ↘ → ↓ ↘ → and any Punch button.

Birdie

SPECIAL MOVES

Chain Grab

Motion ↙ ↓ ↘ → ↗ and any Punch button.

Head-Butt Charge
Charge ← for two seconds, then tap → and any Punch button.

Turn-Around Head Butt
Hold any two Punch or Kick buttons, then release.

NOTE: *The longer you hold the buttons, the more damage you inflict.*

Alpha Counter
Motion ← ↙ ↓ and any Punch button.

SUPER MOVES

Leaping Chain Grab
Motion ↓ ↘ → ↓ ↘ → and any button.

Mega Head-Butt Rush
Charge ← for two seconds, then tap →, ←, → and any Punch button.

Charlie

SPECIAL MOVES

Jumping-Back Kick
Tap (→ FK) or (← FK).

Charging Side Kick
Tap (→ HK) or (← HK).

Sonic Boom
Charge ← for two seconds, then tap → and any Punch button.

Flash Kick
Charge ↓ for two seconds, then tap ↑ and any Kick button.

Alpha Counter
Motion ← ↙ ↓ and any Punch button.

SUPER MOVES

Sonic Blade

Charge ← for two seconds, then tap →, ←, → and any Punch button.

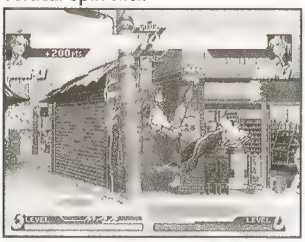
Somersault Justice
Charge ↙ for two seconds, then tap ↘, ↙, ↑ and any Kick button.

Crossfire Blitz
Charge ← for two seconds, then tap →, ←, → and any Kick button.

Chun-Li

SPECIAL MOVES

Vertical Spin Kick



Charge ↓ for two seconds, tap ↑ and any Kick button.

Heel Kick
While in the air, hold ↓ and tap FK.

Knee Flip
Tap (↘ RK).

Split Kick
Motion → ↘ ↓ ↙ ← and any Kick button.

Lightning Kick
Tap any Kick button repeatedly.

Fireball
Charge ← for two seconds, then tap → and any Punch button.

Alpha Counter
Motion ← ↙ ↓ and any Kick button.

SUPER MOVES

Thousand-Burst Kick
Charge ← for two seconds, tap →, ←, →, and any Kick button.

Spinning Shadow Kick
Charge ↙ for two seconds, then tap ↘, ↙, ↑ and any Kick button.

Power Storm
Motion ↓ ↘ → ↓ ↘ → and any Punch button.

Dan

SPECIAL MOVES

Fireball
Motion ↓ ↘ → and any Punch button.

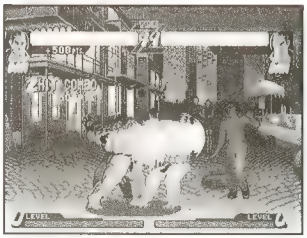
Dragon Punch
Motion → ↓ ↘ and any Punch button.

Gale Kick
Motion ↓ ↙ ← and any Kick button.

Alpha Counter
Motion ← ↙ ↓ and any Kick button.

SUPER MOVES

Vacuum Fireball



Motion ↓ ↘ → ↓ ↘ → and any Punch button.

Rising Dragon Wave

Motion ↓ ↘ → ↓ ↘ → and any Kick button.

Fury Kicks
Motion ↓ ↙ ← ↓ ↙ ← and any Kick button.

Guy

SPECIAL MOVES

Bushido Leap

Motion ↓ ↘ → and any Punch button.

NOTE: *Pressing a Punch button during the move will cause Guy to do the Elbow Drop. If Guy is right above his enemy, Punch will cause him to throw them.*

Overhead Slam
Tap (→ SP).

Elbow Drop
In the air, tap (↓ SP).

Bushido Run
Motion ↓ ↘ → and any Kick button.

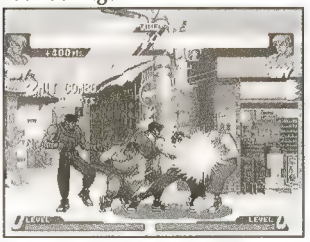
NOTE: *Push any Kick button to do another move at the end of the run. SK makes Guy stop. FK does a running slide kick. RK does a short jump kick.*

Rising Spin Kick
Motion ↓ ↙ ← and any Kick button.

Alpha Counter
Motion ← ↙ ↓ and any Punch button.

SUPER MOVES

Bushido Rage



Motion ↓ ↘ → ↓ ↘ → and any Kick button.

Bushido Jump
Motion ↓ ↘ → ↓ ↘ → and any Punch button.

Ken

SPECIAL MOVES

Ground Roll

Motion ↓ ↙ ← and any Punch button.

Overhead Axe Kick
Tap (→ FK).

Fireball
Motion ↓ ↘ → and any Punch button.

Hurricane Kick
Motion ↓ ↙ ← and any Kick button.

Dragon Punch
Motion → ↓ ↘ and any Punch button.

Alpha Counter
Motion ← ↙ ↓ and any Punch button.

SUPER MOVES

Vertical Dragon Wave

Motion ↓ ↘ → ↓ ↘ → and any Kick button.

Rising Dragon Wave
Motion ↓ ↘ → ↓ ↘ → and any Punch button.

M. Bison

SPECIAL MOVES

Psycho Aura

Charge ← for two seconds, then tap (→ and any Punch button).

Scissors Kick
Charge ← for two seconds, then tap (→ and any Kick button).

Head Stomp
Charge ↓ for two seconds, then tap (↑ and any Kick button).

Demon Flight
Charge ↓ for two seconds, then tap (↑ and any Punch button).

Teleport
Motion → ↓ ↘, (JP SP FP) or (SK FK RK).

ALTERNATE: Motion ← ↓ ↙, (JP SP FP) or (SK FK RK).

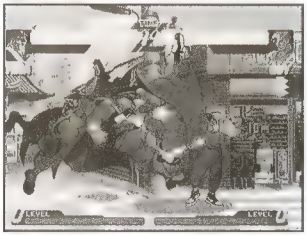
Alpha Counter
Motion ← ↙ ↓ and any Punch button.

SUPER MOVES

Psycho Crusher

Charge ← for two seconds, then tap → ← (→ and any Punch button).

Knee Press



Charge ← for two seconds, then tap → ← (→ and any Kick button).

Rose

SPECIAL MOVES

Slide Kick
Tap (↘ FK).

Soul Spark
Motion ↙ ↓ ↘ → and any Punch button.

Soul Catch
Motion → ↓ ↘ and any Punch button.

Soul Reflect
Motion ↓ ↙ ← and any Punch button.

NOTE: *JP absorbs projectiles into your Super Meter. SP reflects projectiles back. FP reflects projectiles diagonally up.*

Alpha Counter
Motion ← ↙ ↓ and any Punch button.

SUPER MOVES

Aura Soul Spark

Motion ↓ ↙ ← ↓ ↙ ← and any Punch button.

Aura Soul Catch
Motion ↓ ↘ → ↓ ↘ → and any Punch button.

Soul Illusion
Motion: ↓ ↘ → ↓ ↘ → and any Kick button.

Ryu

SPECIAL MOVES

Overhead Punch
Tap (→ SP).

Spin Kick
Tap (→ FK).

Fireball
Motion ↓ ↘ → and any Punch button.

Hurricane Kick
Motion ↓ ↙ ← and any Kick button.

Dragon Punch
Motion → ↓ ↘ and any Punch button.

Alpha Counter
Motion ← ↙ ↓ and any Punch button.

SUPER MOVES

Vacuum Fireball

Motion ↓ ↘ → ↓ ↘ → and any Punch button.

Vacuum Hurricane Kick
Motion ↓ ↙ ← ↓ ↙ ← and any Kick button.

Sagat

SPECIAL MOVES

Low Tiger Shot
Motion ↓ ↘ → and any Kick button.

High Tiger Shot
Motion ↓ ↘ → and any Punch button.

Tiger Claw
Motion → ↓ ↘ and any Punch button.

Tiger Crush
Motion → ↓ ↘ and any Kick button.

Alpha Counter
Motion ← ↙ ↓ and any Kick button.

SUPER MOVES

Tiger Genocide

Motion ↓ ↘ → ↓ ↘ → and any Kick button.

Tiger Cannon
Motion ↓ ↘ → ↓ ↘ → and any Punch button.

Tiger Raid
Motion ↓ ↙ ← ↓ ↙ ← and any Kick button.

Sodom

SPECIAL MOVES

Slide Kick
Tap (↓ RK).

Jitte Slice
Motion → ↓ ↘ and any Punch button.

Power Bomb
Motion ↓ ↘ → ↗ and any Punch button.

Carpet Bomb
Motion ↓ ↘ → ↗ and any Kick button.

Alpha Counter
Motion ← ↙ ↓ and any Punch button.

SUPER MOVES

Mega Jitte Slice

Motion ↓ ↘ → ↓ ↘ → and any Punch button.

Mega Power Bomb
Motion 720 degree circle starting from any direction, then tap any Punch button.

Street Fighter The Movie

Aluma

SPECIAL MOVES

Fireball
Motion ↓ ↘ → and any Punch button.

Red Fireball
Motion ← ↙ ↓ ↘ → and any Punch button.

Air Fireball
While jumping, motion ↓ ↘ → and any Punch button.

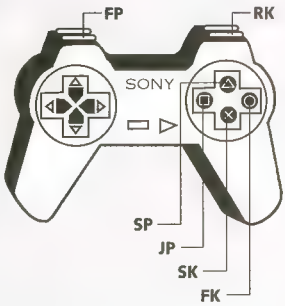
Hurricane Kick
Motion ↓ ↙ ← and any Kick button.

Dragon Punch
Motion → ↓ ↘ and any Punch button.

Teleport
Motion → ↓ ↘, (JP SP FP) or (SK FK RK) or

ALTERNATE: Motion ← ↓ ↙, (JP SP FP) or (SK FK RK).

CONTROLLER LEGEND

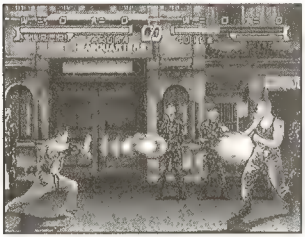


JP = Jab Punch (□)
SP = Strong Punch (△)
FP = Fierce Punch (L1)
SK = Short Kick (×)
FK = Forward Kick (○)
RK = Roundhouse Kick (R1)
( ) = Execute commands in parentheses simultaneously.

NOTE: *All techniques assume your character is facing right. If they're facing left, reverse any → and ← commands.*

MINI SUPERS

Double Fireball



Motion ↓ ↘ → and any two Punch buttons.

Shadow Hurricane

Motion ↓ ↙ ← and any two Kick buttons.

SUPER MOVES

Rising Dragon Punch

Motion ↓ ↙ ← ↓ ↙ ← and any Punch button.

Super Fireball

Motion ↓ ↘ → ↓ ↘ → and any Punch button.

Balrog

SPECIAL MOVES

Dashing Punch

Charge ← for two seconds, then tap → and any Punch button.

Dashing Shoulder

Charge ↓ for two seconds, then tap ↑ and any Punch button.

Turn Punch

Charge all three Punch buttons, then release. The longer you charge, the greater the damage.

Low Dash Punch

Charge ← for two seconds, then tap ↘ and any Punch button.

Low Dash Uppercut

Charge ← for two seconds, tap ↘ and any Kick button.

MINI SUPERS

Triple Dash Straight

Charge ← for two seconds, then tap → and any two Punch buttons.

Shadow Shoulder Rush

Charge ↓ for two seconds, then tap ↑ and any two Punch buttons.

SUPER MOVES

Super Dash Combo

Charge ← for two seconds, then tap →, ←, → and any Punch button.

Super Turn Combo

Charge ← for two seconds, then tap →, ←, → and any Kick button.

Blanka

SPECIAL MOVES

Roll
Charge ← for two seconds, then tap → and any Punch button.

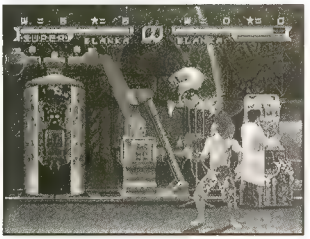
Sliding Kick
Tap (↘ FP).

Backward Roll
Charge ← for two seconds, then tap → and any Kick button.

Electric Shock
Tap any Punch button repeatedly.

MINI SUPERS

Shadow Vertical Roll



Charge ↓ for two seconds, tap ↑ and any two Kick buttons.

Shadow Roll
Charge ← for two seconds, then tap → and any two Punch buttons.

SUPER MOVE

Super Roll
Charge ← for two seconds, then tap →, ←, → and any Punch button.

Cammy

SPECIAL MOVES

Cannon Drill
Motion ↓ ↘ → and any Kick button.

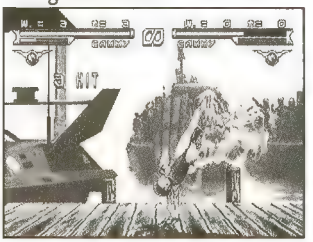
Thrust Kick
Motion → ↓ ↘ and any Kick button.

Spinning Knuckle
Motion ↓ ↘ → and any Punch button.

Air Somersault
Motion ↙ ↓ ↘ → ↗ and any Punch button.

MINI SUPERS

Sliding Thrust Kick



Motion → ↓ ↘ and any two Kick buttons.

Blue Flame Kick
Motion ↓ ↘ → and any two Kick buttons.

SUPER MOVE

Super Spin Attack
Motion ↓ ↘ → ↓ ↘ → and any Kick button.

Chun-Li

SPECIAL MOVES

Heel Kick
While in the air, hold ↓, tap FK.

Spinning Bird Kick
Charge ← for two seconds, then tap → and any Kick button.
NOTE: *This move can be done in the air.*

Lightning Kick
Tap any Kick button repeatedly.

Fireball
Charge ← for two seconds, tap → and any Punch button.

Vertical Spin Kick
Charge ↓ for two seconds, then tap ↑ and any Kick button.

Front Flip
Tap (↘ RK).

Back Flip
Tap (↘ FK).

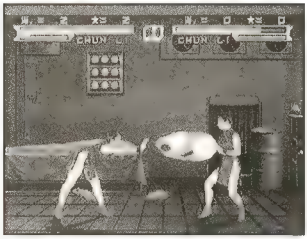
Air Throw
While in the air, tap (← or → SP or FP).

MINI SUPERS

Leaping Bird Kick

Charge ← for two seconds, then tap → and any two Kick buttons.

Red Fireball



Charge ← for two seconds, then tap → and any two Punch buttons.

SUPER MOVE

Thousand-Burst Kick

Charge ← for two seconds, then tap →, ←, → and any Kick button.

Deejay

SPECIAL MOVES

Dread Kick
Charge ← for two seconds, then tap → and any Kick button.

Max Out
Charge ← for two seconds, then tap → and any Punch button.

Vertical Kick
Charge ↓ for two seconds, then tap ↑ and any Kick button.

Hyper Fist
Charge ↓ for two seconds, then tap ↑ and any Punch button.

NOTE: *Tap Punch repeatedly for multiple hits.*

MINI SUPERS

Double Max Out

Charge ← for two seconds, then tap → and any two Punch buttons.

Psycho Hyper Fist
Charge ↓ for two seconds, then tap ↑ and any two Punch buttons.

SUPER MOVE

Super Kicks
Charge ← for two seconds, then tap →, ←, → and any Kick button.

Guile

SPECIAL MOVES

Sonic Boom
Charge ← for two seconds, then tap → and any Punch button.

Flash Kick
Charge ↓ for two seconds, then tap ↑ and any Kick button.

Knee Charge
Tap (→ SK) or (← SK).

Air Throw
While in the air, tap (← or → and SP or FP).

MINI SUPERS

Shadow Flash Kick

Charge ↓ for two seconds, then tap ↑ and any two Kick buttons.

Double Sonic Boom
Charge ← for two seconds, then tap → and any two Punch buttons.

SUPER MOVE

Super Flash Kick
Charge ↙ for two seconds, then tap ↘, ↙, ↑ and any Kick button.

Honda

SPECIAL MOVES

Hundred-Hand Slap
Tap any Punch button repeatedly.

Sumo Head Butt
Charge ← for two seconds, then tap → and any Punch button.

Sumo Smash
Charge ↓ for two seconds, then tap ↑ and any Kick button.

Body Throw
Motion → ↘ ↓ ↙ ← and any Punch button.

MINI SUPERS

Super Sumo Slam

Motion → ↘ ↓ ↙ ← and any two Punch buttons.

Flaming Head Butt
Charge ← for two seconds, then tap → and any two Punch buttons.

SUPER MOVE

Super Hand Slap
Charge ← for two seconds, then tap →, ←, → and any Punch button.

Ken

SPECIAL MOVES

Fireball
Motion ↓ ↘ → and any Punch button.

Hurricane Kick
Motion ↓ ↙ ← and any Kick button.

Dragon Punch
Motion → ↓ ↘ and any Punch button.

Air Throw
While in the air, tap (← or → and FK or RK).

Power Spin Kick
Motion ← ↙ ↓ ↘ → and any Kick button.

Mid Double Kick
Motion → ↘ ↓ and any Kick button.

High Kick
Motion ↓ ↘ → and any Kick button.

MINI SUPERS

Double Fireball

Motion ↓ ↘ → and any two Punch buttons.

Shadow Hurricane
Motion ↓ ↙ ← and any two Kick buttons.

Dashing Dragon Punch

Motion → ↓ ↘ and any two Punch buttons.

SUPER MOVE

Super Dragon Punch

Motion ↓ ↘ → ↓ ↘ → and any Punch button.

M. Bison

SPECIAL MOVES

Psycho Crusher
Charge ← for two seconds, then tap → and any Punch button.

Scissors Kick
Charge ← for two seconds, then tap → and any Kick button.

Head Stomp
Charge ↓ for two seconds, tap ↑ and any Kick button.

Devil Reverse
Charge ↓ for two seconds, then tap ↑ and any Punch button.

MINI SUPERS

Shadow Scissor
Charge ← for two seconds, then tap → and any two Kick buttons.

Shadow Head Stomp

Charge ↓ for two seconds, then tap ↑ and any two Kick buttons.

SUPER MOVE

Knee Press

Charge ← for two seconds, then tap →, ←, → and any Kick button.

Ryu

SPECIAL MOVES

Fireball
Motion ↓ ↘ → and any Punch button.

Red Fireball
Motion ← ↙ ↓ ↘ → and any Punch button.

Hurricane Kick
Motion ↓ ↙ ← and any Kick button.

Dragon Punch
Motion ➔ ↓ ↘ and any Punch button.

MINI SUPERS

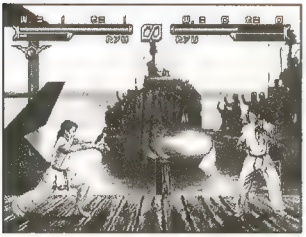
Double Fireball
Motion ↓ ↘ ➔ and any two Punch buttons.

Shadow Hurricane
Motion ↓ ↙ ← and any two Kick buttons.

Dashing Dragon Punch
Motion ➔ ↓ ↘ and any two Punch buttons.

SUPER MOVE

Vacuum Fireball



Motion ↓ ↘ ➔ ↓ ↘ ➔ and any Punch button.

Tiger Knee
Motion ↓ ↘ ➔ ↗ and any Kick button.

MINI SUPERS

High/Low Tiger Shot
Motion ↓ ↘ ➔ and any two Punch buttons.

Low/High Tiger Shot

Motion ↓ ↘ ➔ and any two Kick buttons.

Dashing Tiger Uppercut
Motion ➔ ↓ ↘ and any two Punch buttons.

SUPER MOVE

Tiger Genocide
Motion ↓ ↘ ➔ ↓ ↘ ➔ and any Punch button.

Sagat

SPECIAL MOVES

Low Tiger Shot
Motion ↓ ↘ ➔ and any Kick button.

High Tiger Shot
Motion ↓ ↘ ➔ and any Punch button.

Tiger Uppercut
Motion ➔ ↓ ↘ and any Punch button.

Sawada

SPECIAL MOVES

Sawada Attack
Motion ↓ ↘ ➔ and any Kick button.

Slicing Hand
Motion ↓ ↘ ➔ and any Punch button.

NOTE: *Tap Punch repeatedly for more hits.*

Hari Kari
Motion → ↘ ↓ ↙ ← and any Punch button.

Teleport
Motion → ↓ ↘, (JP SP FP) or (SK FK RK), or

Motion ← ↓ ↙, (JP SP FP) or (SK FK RK).

MINI SUPERS

Flaming Hari Kari

Motion → ↘ ↓ ↙ ← and any two Punch buttons.

Shadow Triple Attack
Motion ↓ ↘ → and any two Kick buttons.

SUPER MOVE

Super Sawada Attack
Motion ↓ ↘ → ↓ ↘ → and any Punch button.

Vega

SPECIAL MOVES

Claw Roll
Charge ← for two seconds, tap → and any Punch button.

Wall Leap
Charge ↓ for two seconds, tap ↗ or ↖ and any Kick button.

Claw Thrust
Charge ↓ for two seconds, tap ↗ or ↖ and any Punch button.

Pick Up Claw
Press ↓ while near your claw.

Roll Flip
Charge ↙ for two seconds, then tap → and any Kick button.

Back Flip

Tap all three Punch buttons simultaneously.

MINI SUPERS

Shadow Claw Roll

Charge ← for two seconds, then tap → and any two Punch buttons.

Shadow Suplex
Charge ← for two seconds, then tap ↗ or ↖ and any two Punch buttons.

SUPER MOVE

Rolling Drop
Charge ↙ for two seconds, tap ↘, ↙, ↗ and any Kick button, then press (→ SP or FP) in midair.

Zangief

SPECIAL MOVES

Spinning Pile Driver
Motion 360 degrees starting from →, and any Punch button.

Bear Crusher
From a distance, motion 360 degrees starting from → and any Kick button.

Bear Suplex
In close, motion 360 degrees starting from →, then tap any Kick button.

High Clothesline
Tap any two Punch buttons.

Low Clothesline
Tap any two Kick buttons.

Spinning Glove
Motion → ↘ ↓ and any Punch button.

MINI SUPERS

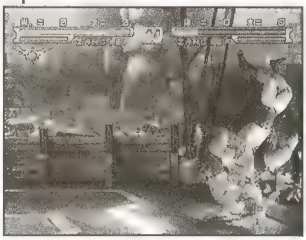
Spinning Purple Glove

Motion → ↘ ↓ and any two Punch buttons.

Shadow Piledriver
Motion 360 degrees starting from →, then tap any two Punch buttons.

SUPER MOVE

Super Pile Driver



Motion 720 degrees starting from →, then tap any Punch button.

TEKKEN

Cheats

USE DUAL FIGHTERS IN GALAGA GAME

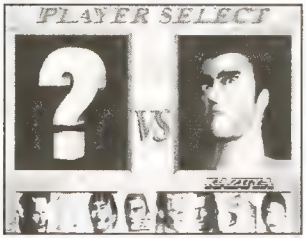
At the "Licensed by Sony" screen, hold (L1 ↑ X △) on controller two…

…until the *Galaga* game appears.

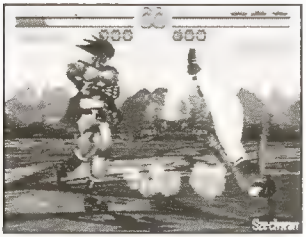
PLAY AS DEVIL KAZUYA

Score a perfect score in all eight bonus stages of *Galaga* by shooting all 40 enemies each time (if you miss a ship, press Select to restart the stage).

Then, at the title screen for *Tekken*, select the Arcade mode.

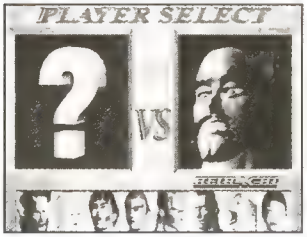


At the player select screen, highlight "Kazuya" and press Start to choose him.



Now you will be playing as "Devil Kazuya."

PLAY AS A BOSS



Select a character and beat all opponents, including Heihachi.

When you restart, go to the character selection screen. You'll be able to select the sub-boss you just defeated by moving the cursor off the screen to the left.

Basic Tips

When your fighter is knocked down during a match, you have five ways to recover offensively and defensively. Use the recovery method that best accommodates your situation.

ROLL BACKWARD

Tap ←.
Use this maneuver to avoid air attacks.

ROLL FORWARD

Tap →.
Use this tactic to get in close to your opponent.

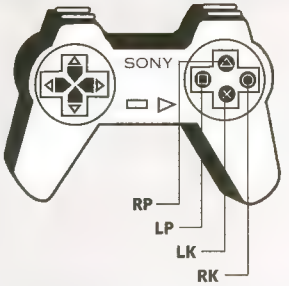
LOW KICK RECOVERY

Tap (↓ RK).
Use this recovery if your opponent is blocking high.

HIGH KICK RECOVERY

Tap (↑ RK).
Use this recovery if your opponent is blocking low.

CONTROLLER LEGEND



LP = Left Punch (□)
RP = Right Punch (△)
LK = Left Kick (×)
RK = Right Kick (○)
( ) = Execute commands in parentheses simultaneously.

NOTE: *All techniques assume your character is facing right. If facing left, reverse any → and ← commands.*

LUNGE FORWARD RECOVERY

Tap (← LK RK).
Use this tactic when an opponent is running in or just starting a move.

HOW TO RUN

Running is an essential part of Tekken. It's most often used to get in close after you perform a combo. There are also some special attacks each fighter can perform while running.

Tap →, →, → quickly to make your fighter run.

Tap →, → to advance.

Tap ←, ← to retreat.

STUN MOVES

Many of the fighters have stun moves, which are a great way to knock down an opponent's guard and score free hits. See the character profiles for information on how to do the fighter's stun move. Each character can counter a stun move using various moves.

AIR JUGGLE MOVE

The air juggle is a quick and easy way to launch your opponent into the air to start a juggle combo.
Tap (↘ RP) to start the air juggle.

NOTE: *To start Michele's air juggle, tap →, →, then hold → and tap LP. To start King's air juggle, tap →, (→ RP).*

SUPER MOVES

Super Moves, which most of the fighters can do, take a few seconds to execute and leave you open to attack. However, it inflicts 50 to 80 percent damage if it connects. Use these moves as a last resort. Tap ↑, ↑ to stop doing the Super Move.

NOTE: *Not all fighters can stop a Super Move once they start one.*

JACK

THE CLAPPER

Tap →, →, (LP RP).

SUPER MOVE

Motion 360 degrees toward the opponent, starting from ←, tap LP. The longer you do the motion (up to a count of five), the stronger the punch.

SPECIAL ATTACKS

Overhead Smash
Tap (↘ LP RP).

Sitting Move
Tap (↓ LK RK).

Sitting Attack
While sitting, tap LP, RP, LP, RP.

Machine-Gun Punches
Tap (↙ LP), LP, LP.

Power Punch
Motion ← ↙ ↓ ↘, RP.

Windup Punch
Motion ← ↙ ↓ ↘, LP.

10-Hit Combo
Tap (↓ RP), LP, LP, LP, RP, LP, RP, LP, (LP RP), (LP RP).

GROUND ATTACKS

Use this attack when your opponent is on the ground.

Butt Slam
Tap (↗ LK RK).

RUNNING ATTACKS

Jumping Ground Slide
While running, tap (LK RK).

Dive Attack
While running, tap (LP RP).

GRABS AND THROWS

You must be close to your opponent to perform these moves.

Tackle Move
Tap (LP LK).

Head Slam
Tap ↙, (→ LP RP).

Back Breaker
Motion ↓ ↙ ←, RP.

Pile Driver
Motion ↓ ↘ →, LP.

Body Slam
Tap (RP RK).

KAZUYA

DOUBLE KICK HOLD

Tap (LP LK)

NOTE: *You must be close to your opponent to perform this move.*

SPECIAL ATTACKS

Uppercut

Motion ➔ ↓ ↘, LP.

Spinning Back Fist
Tap (➔ RP).

Standing Uppercut
Motion ➔ ↓ ↘, RP.

Axe Kick
Tap ➔, (➔ LK).

Double Kick
Motion ➔ ↓ ↘, RK, RK.

Jumping Spin Kick
Tap (↑ RK).

10-Hit Combo
Tap ➔, hold (➔ RP), tap LP, RP, RP, LK, RK, RK, LP, RP, LP.

GROUND ATTACK

Use this attack when your opponent is on the ground.

Diving Punch
Tap (↑ RP).

Bounce Back Punch
Tap (↗ RP RK).

Hard Pounce
Tap (↗ RK), LK.

RUNNING ATTACKS

Slide Attack
While running, tap RK.

Diving Attack
While running, tap (LP RP).

GRABS AND THROWS

You must be close to your opponent to perform these moves.

Hip Toss

Tap (RP RK).

Head Butt
Tap ➔, (➔ LP RP).

KING

MIND SWEEPER

Motion ➔ ← ↙ ↓ ↘ ➔, LP.

NOTE: *You must be close to your opponent to perform this move.*

SPECIAL ATTACKS

Scissors Takedown
Tap (↘ LK RK).

NOTE: *This move can be used as a ground attack.*

Uppercut
Tap ➔, (➔ RP).

Elbow Drop
Tap (↘ LP).

NOTE: *This move will stun a blocking opponent.*

Jump Kick
Tap ➔, (➔ LK RK).

NOTE: *This move will stun a blocking opponent.*

Spinning Jump Kick
Tap ➔, ➔, (➔ LK RK).

NOTE: *This move will stun a blocking opponent.*

Diving Bash
Tap ➔, (➔ LP RP).

Overhead Smash
Tap (↗ LP RP).

Big Boot
Tap ➔, (➔ RK).

10-Hit Combo
Tap LP, RP, LP, LP, RP, RK, RK, RK, LP, LK.

GROUND ATTACKS

Use these attacks when your opponent is on the ground.

Hard Pounce
Tap (↗ LK RK).

Elbow Drop
Tap (↑ RP).

RUNNING ATTACK

Diving Attack
While running, tap (LP RP).

GRABS AND THROWS

You must be close to your opponent to perform these moves.

Pile Driver
Tap ↙, (➔ LP RP).

Face Plant
Tap ↙, (↙ LP RP).

Super Pile Driver
Motion ↓ ↘ ➔, LP.

Knee Bash
Tap (LP LK).

Suplex
Tap (RP RK).

LAW

SUPER MOVE

Tap (↙ LP RP).

SPECIAL ATTACKS

Knee Bash
Tap →, (→ LK RK).
NOTE: *You must be close to your opponent to perform this move.*

Low Flip Kick
Charge ↓ for one second, tap (↑ RK).
NOTE: *Tap ↗ to flip toward your opponent; tap ↖ to flip away.*

High Flip Kick
Charge ↓ for one second, tap (↑ RK).
NOTE: *Hold ↗ to flip toward your opponent; hold ↖ to flip away.*

Super Flip Kick
Charge ↓ for one second, tap (↑ LK RK).
NOTE: *Hold ↗ to flip toward your opponent; hold ↖ to flip away.*

Jumping Side Kick
Tap →, →, (→ LK).
NOTE: *This move will stun a blocking opponent.*

10-Hit Combo
Tap (↘ LP), RP, RP, LP, LK, LK, LK, RK, LK, RK.

GRABS AND THROWS

You must be close to your opponent to perform these moves.

Atomic Body Slam

When in close, tap (LP LK).

Atomic Noogie
When in close, tap (RP RK).

GROUND ATTACKS

Use these attacks when your opponent is on the ground.

Flying Knee Bash
Tap (↑ RP).

Diving Punch
Tap (↗ RP).

RUNNING ATTACKS

Diving Attack
While running, tap (LP RP).

Slide Attack
While running, tap RK.

—MICHELLE—

SUPER MOVE

Tap ←, ←, hold ←, tap LP.

SPECIAL ATTACKS

Power Punch
Tap →, (→ LP RP).
NOTE: *This move will stun a blocking opponent.*

Vertical Kick
Motion ↓ ↙ ←, RK.

Sweeping Jump Kick
Hold ↘, tap RK, LK.

Punch and Side Step
Tap (← RP).

Ground Uppercut
Motion ↓ ↘ →, RP or ↓ ↙ ←, RP.

Two-Hit Uppercut
Tap (↘ RP), LP.

10-Hit Combo
Tap RP, LP, LP, RP, LK, LK, LK, RK, RK, LP.

GROUND ATTACK

Use this attack when an opponent is on the ground.

Hard Pounce
Tap (↑ RP).

Diving Punch
Tap (↗ RP).

Bounce Back Hard Pounce
Tap (↗ LK RK).

RUNNING ATTACKS

Dive Attack
While running, tap (LP RP).

Slide Attack
While running, tap RK.

Jump Kick
While running, tap LK.

GRABS AND THROWS

You must be close to your opponent to perform these moves.

German Suplex

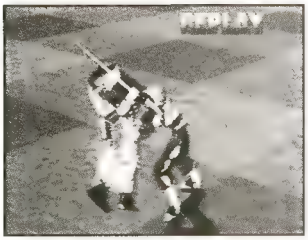
Tap (LP RP).
NOTE: *You must do the Slide Attack first.*

Side Suplex
Tap (LP LK).

Leg-Hook Suplex
Tap (RP RK).

NINA

SUPER MOVE



Tap (↙ LP RP).

SPECIAL ATTACKS

Wrist Thrust
Tap →, (→ LP RP).

Flip Kick
Tap →, (→ RK).
NOTE: *This move will stun a blocking opponent.*

10-Hit Combo
Tap LP, RP, LP, RP, LK, LK, RP, LP, RP, RK.

GROUND ATTACK

Use this attack when your enemy is on the ground.

Diving Punch
Tap (↑ RP) or use the Flip Kick.

RUNNING ATTACKS

Ground Slide
While running, tap RK.

Air Kick
While running, tap LK.

Dive Attack
While running, tap (LP RP).

IN-CLOSE ATTACKS

Face Smack
Motion ↓ ↘ →, (LP RP).
NOTE: *There are four moves you can perform following this move.*

Single Arm Breaker
Motion ↓ ↘ →, (LP RP) for the Face Smack, then quickly tap LP, LK, RP, LP.

Double Arm Breaker
Motion ↓ ↘ →, (LP RP) for the Face Smack, then quickly tap LP, LK, RP, LP, LK, LP, RK, (LP RP), (LP RP).

Ground Arm Breaker
Motion ↓ ↘ →, (LP RP) for the Face Smack, then quickly tap LP, LK, RP, LP, RP, LP, LK, RK, (LP RP).

Over the Shoulder
Motion ↓ ↘ →, (LP RP) for the Face Smack, then quickly tap LK, RK, LK, (LP RP).

GRABS AND THROWS

You must be close to your opponent to perform these moves.

Elbow Smash
Tap ↘, (↘ LP RP).

Shoulder Toss
Hold →, tap (LP LK).

Arm Flip
Tap (→ LP LK).

Hip Toss
Tap (RP RK).

PAUL

POWER ELBOW

Tap ➔, (➔ LP RP).

SPECIAL ATTACKS

Lunge Punch

Motion ↓ ↘ ➔, RP.

Sweep

Tap (↓ RK).

Flip Kick

Tap ➔, (➔ RK).

Note: This move will stun a blocking opponent.

Jump Kick

Tap ➔, (➔ LK).

Elbow Punch

Charge ↓ for one second, motion ↘ ➔, RP.

Hammer Punch

Tap (↓ LP).

Ground Punch

Tap (↓ RP).

10-Hit Combo

Tap LP, RP, LK, RP, LP, RP, LP, RK, RP, LP.

GROUND ATTACK

Use this attack when your opponent is on the ground.

Diving Punch

Tap (↗ RP).

RUNNING ATTACK

Dive Attack

While running, tap (LP RP).

Slide Attack

While running tap RK.

GRABS AND THROWS

You must be close to your opponent to perform these moves.

Monkey Flip

Tap (← LP LK).

Hip Toss

Tap (LP LK).

Arm Flip

Tap (RP RK).

YOSHIMITSU

SUPER MOVE

Tap ←, (← LP).

SPECIAL ATTACKS

Backhand
Tap (→ RP).

Knee Charge
Tap →, (→ RK).

Spinning Elbow
Tap (← LP).
Note: Keep tapping LP to repeat spins.

Spinning Leg Sweep
Tap (↙ LK).
NOTE: *Keep tapping LK to repeat spins.*

Flip Kick
Tap →, (→ LK RK).

Flip Kick to Corkscrew
During the Flip Kick attack, tap (LP RP).

Sword Slash
Tap (↙ LP).

10-Hit Combo
Tap LP, RP, LP, RK, RK, RK, LP, LP, LP, LP.

GROUND ATTACK

Use this attack when your opponent is on the ground.

Hard Pounce
Tap (↗ LK RK).

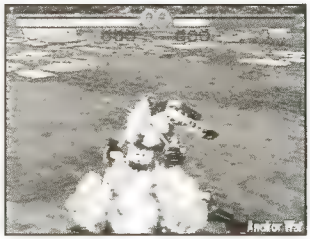
RUNNING ATTACK

Dive Attack
While running, tap (LP RP).

GRABS AND THROWS

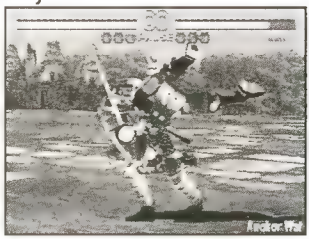
You must be close to your opponent to perform these moves.

Sword Bash



Tap (RP RK).

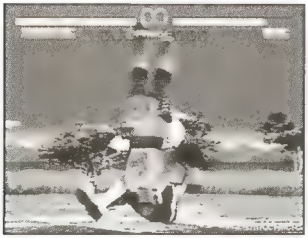
Body Press



Tap (LP LK).

Armor King

POWER BOMB



Tap (PR RK), tap ↓, ↓, (↓ LP RP).

NOTE: *You must be close to your opponent to perform this move.*

SPECIAL ATTACKS

Super Uppercut
Motion → ↓ ↘, LP.

Elbow Drop
Tap (↘ LP).

NOTE: *This stuns blocking foes.*

Flying Side Kick
Tap →, (→ LK RK).

Lunge Uppercut
Motion → ↓ ↘, RP.

Uppercut
Tap →, (→ RP).

Jump Kick
Tap →, (→ LK RK).

NOTE: *This stuns blocking foes.*

Spinning Jump Kick
Tap →, →, (→ LK RK).

NOTE: *This stuns blocking foes.*

Diving Bash
Tap →, (→ LP RP).

Overhead Smash
Tap (↗ LP RP).

Big Boot
Tap →, (→ RK).

Scissors Takedown
Tap (↘ LK RK).

NOTE: *This can be used as a ground attack.*

GROUND ATTACKS

Use these attacks when your enemy is on the ground.

Hard Pounce
Tap (↗ LK RK).

Elbow Drop
Tap (↑ RP).

RUNNING ATTACK

Diving Attack
While running, tap (LP RP).

GRABS AND THROWS

You must be close to your opponent to perform these moves.

Face Plant
Tap ↙, (↙ LP RP).

Pile Driver
Tap ↙, (→ LP RP).

Super Pile Driver
Motion ↓ ↘ →, LP.

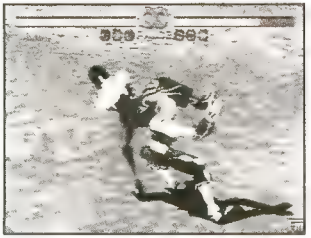
Mind Sweeper
Motion → ← ↙ ↓ ↘ →, LP.

Knee Bash
Tap (LP LK).

Suplex
Tap (RP RK).

ANNA

OVER THE SHOULDER



Motion ↓ ↘ →, (LP RP) for the Face Smack, then quickly tap LK, RK, LK, (LP RP).

NOTE: *You must be close to your foe to perform this move.*

SPECIAL ATTACKS

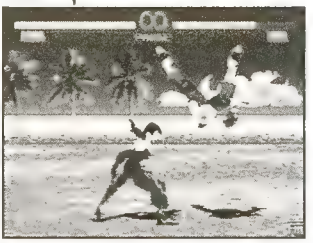
Super Move

Tap (↙ LP RP).

Mantis Strike

Hold ↓, tap (→ RP).

Hand Trip



Hold ↓, tap (↘ RP).

Flip Kick

Charge ↓ for one second, tap (↑ RK).

NOTE: *Tap [NE] to flip toward your opponent; tap [NW] to flip away.*

Large Flip Kick

Charge ↓ for one second, hold (↑ RK).

NOTE: *Hold ↗ to flip toward your opponent; hold ↖ to flip away.*

Face Slap

Hold ←, tap LP.

Spear Hand

Hold ↓, tap (→ LP).

Wrist Thrust

Tap →, (→ LP RP).

Flip Kick

Tap →, (→ RK).

NOTE: *This will stun a blocking opponent.*

10-Hit Combo

Tap LP, RP, LP, RP, LK, LK, RP, LP, RP, RK.

GROUND ATTACK

Use this attack when your opponent is on the ground.

Diving Punch
Tap (↑ RP) or use the Flip Kick.

RUNNING ATTACKS

Ground Slide
While running, tap RK.

Air Kick
While running, tap LK.

Dive Attack
While running, tap (LP RP).

IN-CLOSE ATTACKS

Face Smack
Motion ↓ ↘ →, (LP RP).

NOTE: *There are three moves you can perform following this move.*

Single Arm Breaker
Motion ↓ ↘ →, (LP RP) for the Face Smack, then quickly tap LP, LK, RP, LP.

Double Arm Breaker
Motion ↓ ↘ →, (LP RP) for the Face Smack, then quickly tap LP, LK, RP, LP, LK, LP, RK, (LP RP), (LP RP).

Ground Arm Breaker
Motion ↓ ↘ →, (LP RP) for the Face Smack, then quickly tap LP, LK, RP, LP, RP, LP, LK, RK, (LP RP).

GRABS AND THROWS

You must be close to your opponent to perform these moves.

Elbow Smash
Tap ↘, (↘ LP RP).

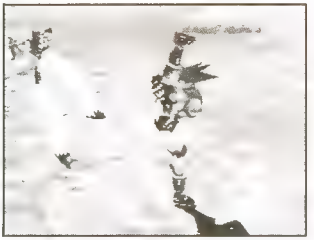
Shoulder Toss
Hold →, tap (LP LK).

Arm Flip
Tap (→ LP LK).

Hip Toss
Tap (RP RK).

DEVIL KAZUYA

DOUBLE KICK



Motion ➔ ↓ ↘ RK, RK.

SPECIAL MOVES

Uppercut

Motion ➔ ↓ ↘, LP.

Jumping Spin Kick

Tap (↑ RK).

Spinning Back Fist
Tap (➔ RP).

Standing Uppercut
Motion ➔ ↓ ↘, RP.

Axe Kick
Tap ➔, (➔ LK).

10-Hit Combo
Tap ➔, hold (➔ RP), tap LP, RP, RP, LK, RK, RK, LP, RP, LP.

GROUND ATTACKS

Use these attacks when your opponent is on the ground.

Diving Punch
Tap (↑ RP).

Bounce Back Punch
Tap (↗ RP RK).

Hard Pounce
Tap (↗ RK), LK.

RUNNING ATTACKS

Slide Attack
While running, tap RK.

Diving Attack
While running, tap (LP RP).

GRABS AND THROWS

You must be close to your opponent to perform these moves.

Hip Toss
Tap (RP RK).

Double Kick Hold
Tap (LP LK).

Head Butt
Tap ➔, (➔ LP RP).

GANRYU

SUMO STOMP

Hold ↓, tap RK.

SPECIAL ATTACKS

Palm Knee Strike

Hold ↓, tap RP, RP.

The Clapper

Tap →, →, (LP RP).

Rapid Palm Strike
Hold →, tap LP, RP, LP, RP, LP, RP, LP, RP.

Sitting Smash
After being knocked down, tap (LP RP).

Overhead Smash
Tap (↘ LP RP).

Power Punch
Motion ← ↙ ↓ ↘ RP.

Windup Punch
Motion ← ↙ ↓ ↘ LP.

GROUND ATTACK

Use this attack when your opponent is on the ground.

Butt Slam
Tap (↗ LK RK).

RUNNING ATTACKS

Jumping Ground Slide
While running, tap (LK RK).

Dive Attack
While running, tap (LP RP).

GRABS AND THROWS

You must be close to your opponent to perform these moves.

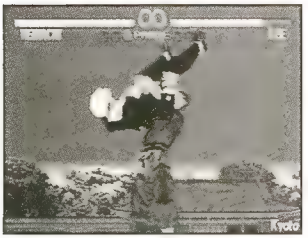
Hip Throw
Hold →, tap (RP RK).

Body Press
Tap (LP LK).

Hip Toss
Tap (RP RK).

HEIHACHI

POWER BOMB



Tap (RP RK).

NOTE: *You must be close to your opponent to perform this move.*

SPECIAL ATTACKS

Axe Kick
Tap (→ RK).

Sweep Kick
Tap (↗ RK), RK.

Charging Uppercut
Motion → ↓ ↘ RP.

Flying Kick
Tap →, →, (→ LK).

NOTE: *This stuns a blocking opponent.*

Super Uppercut
Motion → ↓ ↘ LP.

Sweep
Motion → ↓ ↘, RK.

Super Axe Kick
Tap →, (→ LK).

Super Lunge Punch
Motion ↓ ↘ →, RP.

Flying Side Kick
Motion → ↓ ↘, LK.

Flying Sweep Kick
Motion → ↓, hold ↘, tap LK.

Flying Round House
Tap (↗ LK), tap RK.

Power Uppercut
Tap →, (→ RP).

Side Step
Tap ←, ←, ←.

Backhand
Hold →, tap RP.

Elbow Smash
Tap (↓ LP).

GROUND ATTACKS

Use these attacks when your opponent is on the ground.

Hard Pounce
Tap (↗ LP LK).

Bounce-Back Punch
Tap (↗ RP RK).

RUNNING ATTACKS

Slide Attack
While running, tap RK.

Dive Attack
While running, tap (LP RP).

GRABS AND THROWS

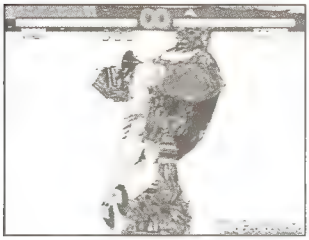
You must be close to your opponent to perform these moves.

Head Butt
Tap →, (→ LP RP).

Neck Breaker
Tap (LP LK).

KUMA

BACK BREAKER



Tap (RP LP).

NOTE: *You must be close to your opponent to perform this move*

HEAD BUTT

Tap ➔, (➔ RP RK).

NOTE: *You must be close to your opponent to perform this move.*

SPECIAL ATTACKS

Windmill Punches
While ducking, hold ➔, tap LP, RP, LP, RP.

10-Hit Combo
Tap (↓ RP), LP, LP, LP, RP, LP, RP, LP, (LP RP), (LP RP).

GRABS AND THROWS

You must be close to your opponent to perform these moves.

Overhead Smash
Tap (↘ LP RP).

The Clapper
Tap ➔, ➔, (LP RP).

Sitting Move
Tap (↓ LK RK).

Sitting Attack
While sitting, tap LP, RP, LP, RP.

Power Punch
Motion ← ↙ ↓ ↘, RP.

Windup Punch
Motion ← ↙ ↓ ↘, LP.

Tackle Move
Tap (LP LK).

GROUND ATTACK

Use this attack when your opponent is on the ground.

Butt Slam
Tap (↗ LK RK).

RUNNING ATTACKS

Jumping Ground Slide
While running, tap (LK RK).

Dive Attack
While running, tap (LP RP).

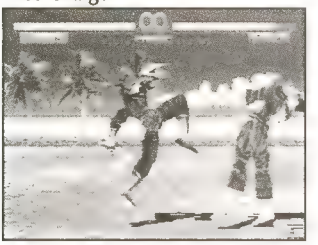
KUNIMITSU

FLIP KICK

Tap ➔, (➔ LK RK).

SPECIAL ATTACKS

Knee Charge



Tap ➔, (➔ RK).

Backhand

Tap (➔ RP).

Spinning Elbow

Tap (← LP).

Note: Keep tapping LP to repeat spins.

Spinning Leg Sweep

Tap (↙ LK).

NOTE: *Keep tapping LK to repeat spins.*

Flip Kick to Corkscrew

During Flip Kick, tap (LP RP).

GROUND ATTACK

Use this attack when your enemy is on the ground.

Hard Pounce

Tap (↗ LK RK).

RUNNING ATTACK

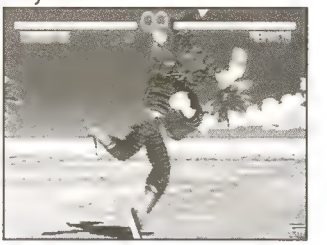
Dive Attack

While running, tap (LP RP).

GRABS AND THROWS

You must be close to your opponent to perform these moves.

Body Press



Tap (LP LK).

Face Bash

Tap (RP RK).

LEE

SUPER MOVE

Tap (↙ LP RP).

SPECIAL ATTACKS

Back Flip
Tap ←, ←, ←.

Leg Take-Down
Tap →, →, (LK RK).

Front Snap Kick
Tap →, →, LK.

Axe Kick
Tap →, (→ LK).

Heel Kick
While ducking, tap (← LK).

Front Snap Kick
Tap (↘ RK).

Low Flip Kick
Charge ↓ for one second, tap (↑ RK).

NOTE: *Tap ↗ to flip toward your opponent; tap ↖ to flip away.*

High Flip Kick
Charge ↓ for one second, hold (↑ RK)

NOTE: *Hold ↗ to flip toward your opponent; hold ↖ to flip away.*

Atomic Noogie
When close, tap (RP RK).

Ground Attack
Use this attack when your opponent is on the ground.

Diving Punch
Tap (↗ RP).

10-Hit Combo
Tap (↘ LP), RP, RP, LP, LK, LK, LK, RK, LK, RK.

RUNNING ATTACKS

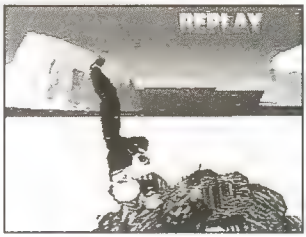
Diving Attack
While running, tap (LP RP).

Slide Attack
While running, tap RK.

GRABS AND THROWS

You must be close to your opponent to perform these moves.

Neck Takedown

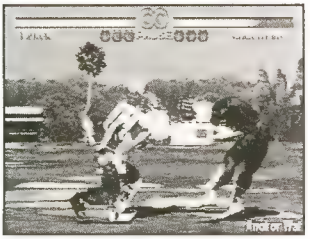


Tap (LP LK).

Knee Bash
Tap →, (→ LK RK).

P. JACK

POWER PUNCH



Motion ← ↙ ↓ ↘, RP.

SPECIAL ATTACKS

Overhead Smash

Tap (↓ LP), (→ RP).

Machine-Gun Punches

Tap (↙ LP), LP, LP.

Sweep Uppercut

Motion ← ↙ ↓ ↘, LP.

Overhead Smash

Tap (↘ LP RP).

The Clapper

Tap →, →, (LP RP).

Sitting Move

Tap (↓ LK RK).

Sitting Attack

While sitting, tap LP, RP, LP, RP.

Tackle Move

Tap (LP LK).

10-Hit Combo

Tap (↓ RP), LP, LP, LP, RP, LP, RP, LP, (LP RP), (LP RP).

GROUND ATTACKS

Perform this attack when your opponent is on the ground.

Butt Slam

Tap (↗ LK RK).

Super Move

Motion 360 degrees starting from ←. Keep doing the motion until the count of five, then tap LP. Note: The longer the count, the stronger the punch.

RUNNING ATTACKS

Jumping Ground Slide

While running, tap (LK RK).

Dive Attack

While running, tap (LP RP).

GRABS AND THROWS

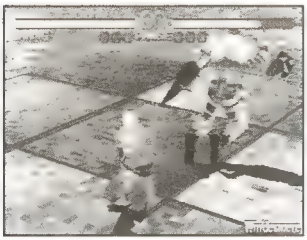
You must be close to your opponent to perform this move.

Power Slam

Tap (RP RK).

WANG

ELBOW SMASH



Tap (RP RK).

NOTE: *You must be close to your opponent to perform this move.*

SPECIAL ATTACKS

Lunge Punch
Motion ↓ ↘ →, RP.

Charge Punch
Tap (→ RP).

Double Fist Strike
Tap (↘ LP RP).

Power Punch
Tap →, (→ LP RP).

NOTE: *This move will stun a blocking opponent.*

Vertical Kick
Motion ↓ ↙ ←, RK.

Sweeping Jump Kick
Hold ↘, tap RK, LK.

Punch and Side Step
Tap (← RP).

Two-Hit Uppercut
Tap (↘ RP), LP.

10-Hit Combo
Tap RP, LP, LP, RP, LK, LK, LK, RK, RK, LP.

GROUND ATTACKS

Use these attacks when your opponent is on the ground.

Hard Pounce
Tap (↑ RP).

Diving Punch
Tap (↗ RP).

Bounce-Back Hard Pounce
Tap (↗ LK RK).

RUNNING ATTACKS

Dive Attack
While running, tap (LP RP).

Slide Attack
While running, tap RK.

Jump Kick
While running, tap LK.

GRABS AND THROWS

You must be close to your opponent to perform this move.

Neck Throw

Tap (LP LK).

TOTAL ECLIPSE TURBO

Pick a Round or See an Ad

STAGE SELECT

At the Title screen, press Start to enter the menu with Play Game and other options. Move the cursor to "Password." While holding Select, tap △, L1, □, then release the Select button and press △, L1, □, △, L1, □. A "Round Select" option will appear. Go to any stage by pressing ← or → on the D-Pad.

COMMERCIAL

Instead of pressing Start at the Games Start screen, just let it sit. A Crystal Dynamics logo will appear, then…

…sit back, relax, and enjoy the commercial

TWISTED METAL

Passwords

PASSWORDS HERE

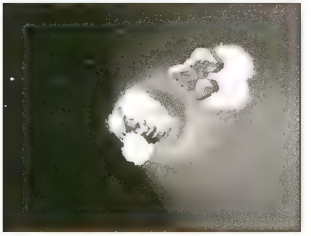
Enter the following passwords at this screen.

EFFECT	PASSWORD
Warehouse Level	○△□○○
Freeway Level	×□□○△
City Park Level	×△□○□
Cyburbia Level	×□△△△
Roof Tops Level	□△×○×
Play All Movies	□△□○□
Infinite Weapons	△ □○○
God Mode	□△× ○
Show Car Transition	△×△△○
Show All Car Endings	□×□△×
Start at Boss Car	△×○□△
Show Car Ending	××○△△
Arena With 5 Opponents	□△○□□

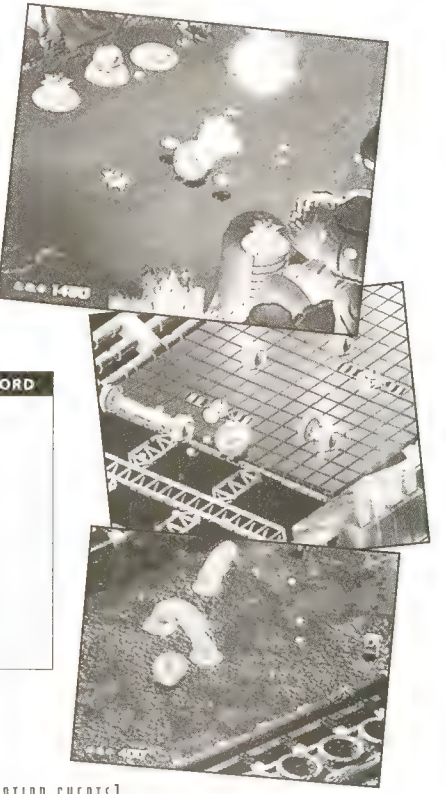
VIEWPOINT

Passwords and Movies

END-OF-LEVEL MOVIES



To check out *Viewpoint's* movies, hold the Start button and tap □, ○, △, →, ←, ↓, R1, L2, R2, R1.



LEVEL	PASSWORD	LEVEL	PASSWORD
1-1	CGG	4-1	KGG
1-2	CLL	4-2	KLD
1-3	CRR	4-3	KRJ
2-1	FGD	4-4	KWN
2-2	FLJ	5-1	MGJ
2-3	FRN	5-2	MLD
3-1	HGD	6-1	PGL
3-2	HLG	6-2	PLG
3-3	HRL	6-3	PRD

WARHAWK

Passwords

ENTER HERE

The following passwords should be entered at this screen.

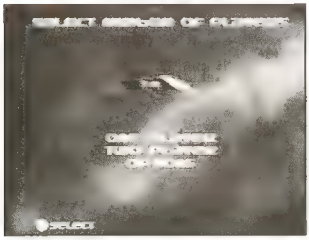
EFFECT	PASSWORD
Desert Level	△□×△××□□
Canyon Level	○△△×○○□
Airship Level	×△×□□△□△
Volcano Level	□△×××△○□
Gauntlet Level	△○△○△×□□
Stormland	△×△□○×○○
Kali Mode (super-powered missiles and better guns)	×○○□×△○△
Thor Mode (super-powerful bullets and lightning bombs)	□○□□△×△△
Infinite Weapons	△△○△□△△×
WarHawk A-La-Mode (you have all weapons with infinite ammo, and you're invincible)	○○○ ×△××
Pyramid Has Risen	△□×△○□○×

EFFECT	PASSWORD
Desert is Almost Done	△○×△○○×
In the Canyon with Amber	○□○□×○○△
In the Canyon with Belle	○△×□○○△△
In the canyon with Crystal	○□△□△△△□
Approaching Uma	○○○□△△□△
Post-transformation Airship	×○△△○○○×
Airship rear hangar is open	×□△○×△□□
Volcano Boss is Active	□□×○△○□△
East Gauntlet Boss	△○×△×△□
West Gauntlet Boss	△○○□△○○×
In with the Gatekeeper	△○○△△×□△
Above First Force Field	△××□○□○×
Above Second Force Field	△×△△△×○△
Above Third Force Field	△×□○△×△□
Kreel's Door is Open	△×□△○□××
Face-to-Face with Kreel	△×△□□□×△
View All Movies	△× ○○×△□
View All Epilogues	□□ ○□×□△

Wipeout

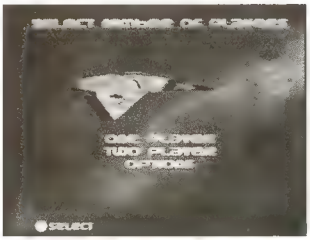
Cheats

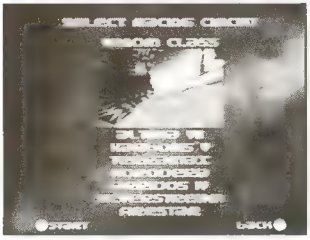
ACCESS RAPIER CLASS



Highlight "One Player," then hold (L2 R2 ← Start Select ×) to access the Rapier Class.

ACCESS THE "FIRESTAR" HIDDEN TRACK

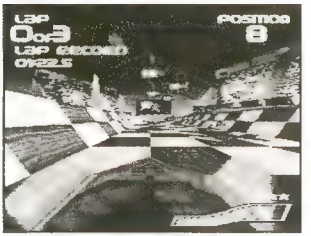




Highlight "One Player," then hold (Ll Rl → Start □ ○ ×) to add the FireStar track to your track list.

Tips

FULL TURBO START



To start the game as if you had activated a Boost power-up, have the Thrust Bar touching the bar between (counting from the right) box three and four the moment the race starts.

MEDIUM TURBO START

For quick acceleration from the starting line, begin the race with your Thrust Bar fluctuating between boxes six and seven (counting from right).

Weapon Strategies

The following are tips to help you race your way to the checkered flag. Read, study, and learn them to get to Victory Lane!

SHIELD

The shield will only last for about 10 seconds and prevents damage from other craft, but you cannot launch any other weapons until the shield is exhausted.

TURBO BOOST

This gives you a Rapier-like boost of speed and is very useful for long straight-aways or long-distance jumps. Avoid using this weapon in a curving part of the track or you'll find yourself plastered to the barrier walls.

MINES

These explosives are very useful when an opponent is right behind you. Prime locations for dropping mines are just prior to a jump, on a blind curve, or on the back of a hill.

SHOCK WAVE

It's not as powerful as rockets or missiles, but it's effective when an enemy is heading toward a difficult section of track. It charges the enemy's craft with electrical energy, creating vibrations and poor handling.

ROCKETS

Rockets fire in a straight line and are great around jump sections and near the finishing line. Remember to move out of the path after firing them because if you hit your target, you don't want your craft to strike your opponent. Another good trick is to fire rockets into the bend as your opponent is just about to turn into it. This not only hits them full on, but it also makes them bounce all over the track.

MISSILES

Missiles are similar to rockets but have heat-seeking capabilities, meaning they lock on to an opponent craft's engine. Missiles should be used in the same manner as rockets.

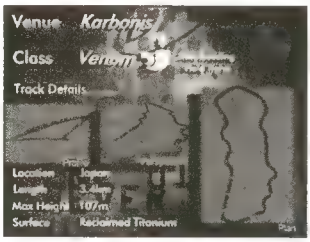
Track Tactics

ALTIMA VII

ALTIMA VII	
Location:	Canada
Length:	5.5km
Height:	359m
Surface:	F3600 Racing Standard

The first track in the game lets you get accustomed to the control of your chosen craft. Altima VII is designed so you aren't thrown into lots of tight, twisty sections too early but are still shown the height that the tracks can run to. This is why there are a number of large-hill climbs and drops in the track, although they aren't too forceful. This track primarily acquaints you with drifting from side to side on the track to hit the speed-up grid icons and collect weapon power-ups.

KARBONIS V



KARBONIS V	
Location:	Japan
Length:	3.4km
Height:	107m
Surface:	Reclaimed Titanium

By now you should be getting used to using air brakes for tighter turning maneuvers. The first track offered some large-hill climbs to get you used to tilting the craft forward and backward slightly in order to increase speed. Karbonis V is very flat and twisty in relation to the first track and is specifically designed to give you the sensation of left-to-right movement. There are also increased jump sections, and although these aren't as dangerous as the ones on the first track, they require more concentration to steer the craft.

TERRAMAX

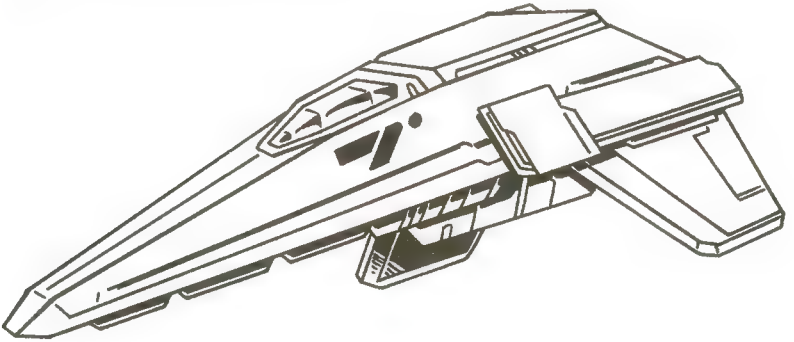
TERRAMAX	
Location:	**Germany**
Length:	**4.1km**
Height:	**121m**
Surface:	**F3600 Racing Standard**

This track tests what you should have learned about controlling the craft from the first two tracks. It combines quite a few hill climbs and large jumps with some tight, twisty sections. Terramax also introduces new scenery elements, such as water in the jump sections, which gives the player the impression of increased danger on this particular track. It's a good track on which to practice before trying to qualify on the three next tracks, which are the start of the tough challenge.

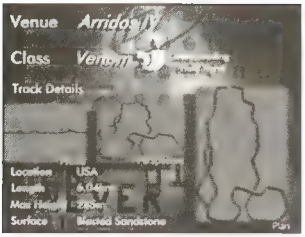
KORODERA

KORODERA	
Location:	**Russia**
Length:	**5.4km**
Height:	**210m**
Surface:	**Carbonic Iron**

This is the first track that really tests your abilities fully. Korodera throws in your face many of the obstructions that you should be skilled at dealing with by now. The track features several large jumps, hill climbs, and tight corners that require serious air-brake maneuvers. Korodera is also the first track to introduce a split junction. While the first three tracks were designed for beginners to learn and polish skills, Korodera moves you up to the next level.



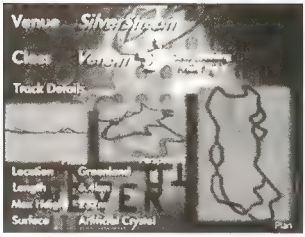
ARRIDOS IV



ARRIDOS IV	
Location:	**USA**
Length:	**6.04km**
Height:	**245m**
Surface:	**Blasted Sandstone**

Although not as long as Korodera, Arridos IV continues to increase in difficulty. The track is quite bouncy at times, which makes control a little more difficult. Arridos IV also features more split-junction sections and tunnels that have very little light inside them. This forces you to constantly be on guard because you don't know what's around the next corner. The big drops also continue, and the track's narrowness and continual twists in certain sections make it all the more difficult.

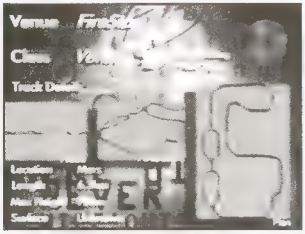
SILVERSTREAM



SILVERSTREAM	
Location:	**Greenland**
Length:	**6.4km**
Height:	**232m**
Surface:	**Artificial Crystal**

SilverStream is without a doubt the hardest and most challenging of the six tracks. It takes the split junctions a few steps further because your split-junction choices take you on long sections of individual parts of the course. There are also very sharp bends on this track — some of which are around 90 degrees. They require expert air-brake maneuvers. SilverStream is the last track in the Championship mode in Venom class before the player is awarded Rapier status.

FIRESTAR (HIDDEN TRACK)



Although this track isn't as difficult as SilverStream, the intelligence of the computer-controlled craft is set very high, particularly on Rapier. Players can make it all the way through the championship only to fall down here. The track continues with the theme of split junctions for the player to attempt to choose the best route, and it's scattered with dozens of speed-ups and power-ups. You must hit many (if not all) of the speed-ups in this track to stand any chance of winning.

WWF Wrestlemania

Basic Skills

The following moves are the same for each wrestler.

RUN

To make your character run, tap (P K).

NOTE: *Some players can do special moves while running. You can also perform charge moves while running.*

GRAB

To grab an opponent, tap →, →, SP.

NOTE: *After a grab, you can perform a special move or combo.*

QUICK REVERSALS

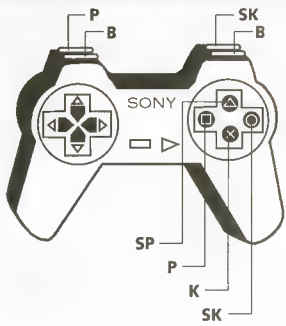
Tap →, →, SP when an opponent grabs you.

NOTE: *High-risk moves and mini combos are reversable, but super combos aren't.*

POWER THROW

Tap ←, ←, SP to quickly Power Throw your opponent.

CONTROLLER LEGEND



P = Punch (□ or L2)
SP = Super Punch (△)
K = Kick (×)
SK = Super Kick (○ or R2)
B = Block (L1 or R1)
( ) = Execute commands in parentheses simultaneously.

NOTE: *All techniques assume your character is facing right. If they're facing left, reverse any → and ← commands.*

HIP TOSS

Tap ←, ←, P.

NOTE: *This move is great against defensive opponents and can't be blocked.*

HAIR GRAB

When an opponent is on the ground, stand by their head and tap SP to grab them by the hair and pull them up.

SHOVE

Hold B and tap P to push your opponent away from you. Shoving your opponent does very little damage, but it gives you time to set up your next move.

Super Combos

To start a super combo, your combo meter must be flashing. Your combo meter builds up gradually as you perform special moves. Super combos are not reversable.

POWER UP

Hold B and rotate the D-Pad two full circles starting Away from your opponent. If done correctly, your wrestler taunts his opponent. If you perform a move within five seconds after a taunt, it does four times the damage. You can only Power Up once in a match.

SPEED UP

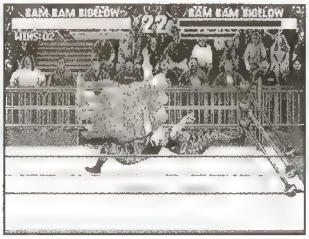
Rotate the joystick two full circles starting Toward your opponent. If done correctly, your wrestler flashes for a second. You move twice as fast for a short time.

Bam Bam Bigelow

VITAL STATS	
From:	Asbury Park, NJ
Height:	6'4"
Weight:	400 lbs.
Quote:	"I'm the beast from the East!"

SPECIAL MOVES

Fire Grab



Hold SP, run toward your opponent, then release SP.

Power Punches
Charge P three seconds, release P.

Flying Kick
Tap ←, ←, SK.

Overhead Grab
When close, tap (SP SK).

Overhead Back Breaker
When close, tap (SP SK). While your opponent is in the air, tap ↓, ↓, SK.

GRAB MOVES

Pile Driver
After a grab, tap ↘, ↘, SK.

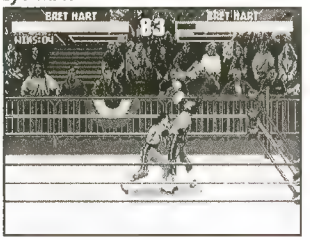
NOTE: *After tapping SK, tap SP rapidly to repeat the move.*

Bret Hart

VITAL STATS	
From:	Calgary, Canada
Height:	6'1"
Weight:	234 lbs.
Quote:	"I am the excellence of execution."

SPECIAL MOVES

Eye Raker



Motion ↓ ↘ →, P, or charge P three seconds, release P.

Rolling Uppercut
Motion ↓ ↘ →, SP.

Charging Uppercut
Tap ↓, ↓, P.

Sharpshooter
When an opponent is on the ground, stand by his feet and tap SP.

Clothesline
While running, tap SP.

Flying Drop Kick
Charge SK three seconds, release SK.

GRAB MOVES

Face Slam
After a grab, motion ↓ ↘ →, P.

NOTE: *Keep tapping P to repeat the move.*

DDT
After a grab, tap ↓ ↓, SK, or charge SP for three seconds, release SP.

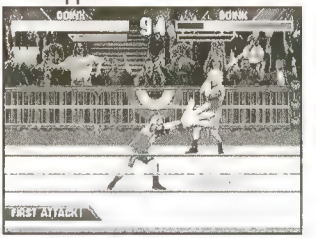
Neck Breaker
After a grab, tap →, →, SP.

Doink

VITAL STATS	
From:	The Circus
Height:	6'0"
Weight:	243 lbs.
Quote:	"Life's a joke!"

SPECIAL MOVES

The Clapper



Motion ↓ ↘ →, P.

NOTE: *Keep tapping P to repeat the move.*

Boxing Glove
Tap P rapidly.

Happy Hammer
Tap →, →, SK.

NOTE: *After tapping SK, tap K rapidly to repeat the move. The Happy Hammer can also be performed after a grab.*

Joy Buzzer
Charge P three seconds, then release P. Or, after a grab, motion ↓ ↘ →, P.

GRAB MOVES

Head Slam
After a grab, tap →, →, SP.

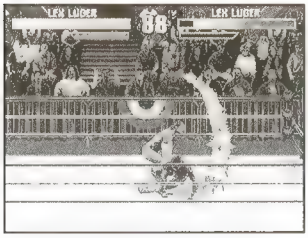
Face Smash
After a grab, tap ↘, ↘, SK. Tap K rapidly to repeat the move.

Lex Luger

VITAL STATS	
From:	Atlanta, GA
Height:	6'4"
Weight:	270 lbs.
Quote:	"Lex Luger is the all-American hero."

SPECIAL MOVES

Fun Flail



Tap →, →, SK.

NOTE: *After tapping SK, tap K rapidly to repeat the move. The Fun Flail can also be performed after a grab.*

Fist Smash
Charge P three seconds, release P.

Elbow Girder
Tap →, →, P.

Overhead Grab
When close, tap (SP SK).

Overhead Back Breaker
When close, tap (SP SK), then tap (↑ SK).

GRAB MOVES

Suplex
After a grab, tap →, →, SP.

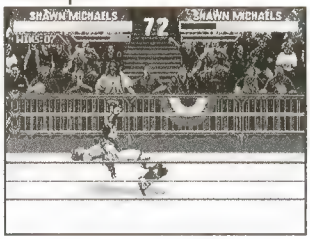
Elbow Slam
After a grab, tap ↓, ↓, SK.

Shawn Michaels

VITAL STATS	
From:	San Antonio, Texas
Height:	6'1"
Weight:	235 lbs.
Quote:	"I'm the greatest thing going on God's green Earth."

SPECIAL MOVES

Back Suplex



Charge P three seconds, release P.

Double Snapkick
Tap →, →, SK.

Flying Drop Kick
Charge SK three seconds, release SK.

Frankensteiner
Tap →, →, SK. Or, while running, tap SK.

Drop Kick
Tap →, →, K.

Sunset Flip
While running, tap SP.

GRAB MOVES

Face Smash
After a grab, hold →, tap SP.

Arm Breaker
After a grab, tap →, →, P.

Razor Ramon

VITAL STATS	
From:	**Miami, Florida**
Height:	**6'7"**
Weight:	**262 lbs.**
Quote:	**"Take a look at the bad guy."**

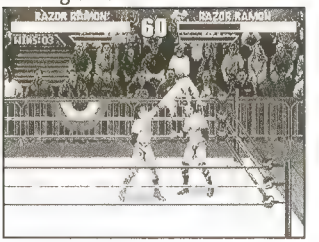
SPECIAL MOVES

Quick Slice
Motion ↓ ↘ →, P.

Flying Drop Kick
Charge SK three seconds, release SK.

Snap Mirror
Tap →, →, K.
NOTE: *Keep tapping K to repeat the move.*

Dashing Slice



Charge P three seconds, release P.

GRAB MOVES

Razor's Edge
After a grab, tap →, →, SP.

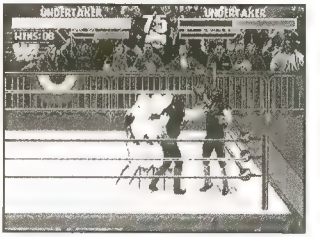
Body Slam
After a grab, tap ↓, ↓, K.
NOTE: *Keep tapping K to repeat the move.*

The Undertaker

VITAL STATS	
From:	**Death Valley, Nevada**
Height:	**6'11"**
Weight:	**322 lbs.**
Quote:	**"Rest in peace."**

SPECIAL MOVES

Shadow Neck Choke



Motion ↓ ↘ →, P.

Tombstone Smash
Tap →, →, SK.

Neck Breaker
Charge P three seconds, release P.

Shadow Neck Breaker
Charge P, run toward your opponent, release P.

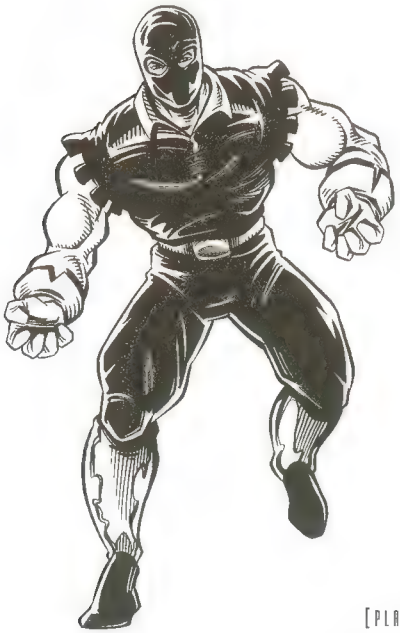
Grim Reapers
Motion ↓ ↘ →, K.

Stun Ghost
Motion ↓ ↙ ←, K.
NOTE: *This move stuns an opponent.*

GRAB MOVES

Super Uppercut
After a grab, tap ↓, ↓, SP.

Mystic Glove
After a grab, tap ↓, ↓, SK.



Yokozuna

VITAL STATS	
From:	Tokyo, Japan
Height:	6'4"
Weight:	568 lbs.
Quote:	"Banzai!"

SPECIAL MOVES

Overhead Leg Spin

When close, tap (SP SK). While your enemy is in the air, tap ↓, ↓, SK.

Salt Throw
Charge P three seconds, release P. Or, after a grab, motion ↓ ↘ →, P.

Belly Rush
Tap →, →, P.

Overhead Grab
When close, tap (SP SK).

Charging Punch
Motion ↓ ↘ →, P.

GRAB MOVES

Hip Takedown
After a grab, tap →, →, SP.

Vertical Suplex
After a grab, tap ↓, ↓, SK.

X-Men
Children of the Atom

The Basic Moves

The following moves are the same for each fighter.

DASH ATTACK

Tap →, → to run toward your foe.
Tap ↙, ↙ to run away from your foe.

QUICK RECOVERY

To stand up quickly after being knocked down, tap →, → or ↙, ↙ and simultaneously press all three Kick buttons.

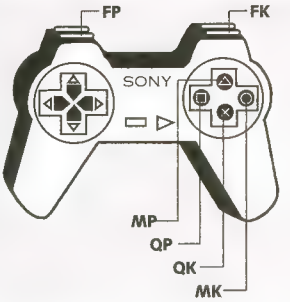
ABOUT THAT MUTANT BAR

The Mutant Bar is underneath your Life Bar and has three levels. Some moves, such as X-Power moves, are possible only when your Mutant Bar is at a certain level. The bar automatically recharges as you fight and execute other special moves, and it carries over to the next round.

TAKE TO THE AIR

The battleground isn't always terra firma – your mutant can fight in the air. Each fighter can do a Super Jump,

CONTROLLER LEGEND



QP = Quick Punch
MP = Medium Punch
FP = Fierce Punch
QK = Quick Kick
MK = Medium Kick
FK = Fierce Kick
P = Press any Punch button
K = Press any Kick button
( ) = Execute commands in parentheses simultaneously.

NOTE: *All techniques are described assuming your character is facing right. If they're facing left, reverse any → and ← commands.*

which launches them high into the air and gives them a few seconds to do some heavy damage. Most ground moves can also be performed in the air.

SUPER JUMP

To become airborne, quickly hit ↓, ↓, or simultaneously press (QK MK FK).

AIR THROWS

To throw your opponent in the air, hit → and either Fierce button.

AIR BLOCK

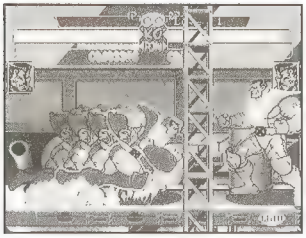
To Block while you're in midair, hit ↙.

The Special Moves

Colossus

SPECIAL ATTACKS

Colossus Charge



Motion ↓ ↘ →, K.

Colossus Spin

Motion ↓ ↘ →, P.

X-POWER

You can perform these moves only if your Mutant Bar is at maximum.

Super Armor

Motion ↓ ↙ ←, (QP MP FP).

NOTE: *Colossus' moves do twice as much damage.*

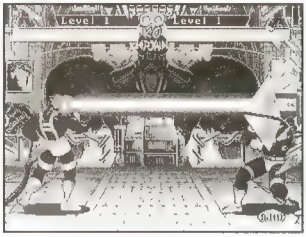
Dive Bomb

Motion ↓ ↘ →, (QP MP FP).

Cyclops

SPECIAL ATTACKS

Optic Blast



Motion ↓ ↘ →, P.

Gene Splice

Motion → ↓ ↘, P.

NOTE: *If you connect, continue to press a Punch button to chain the move into multiple hits.*

X-POWER

You can do these moves only if your Mutant Bar is at maximum.

Mega Optic Blast

Motion ↓ ↘ →, (QP MP FP).

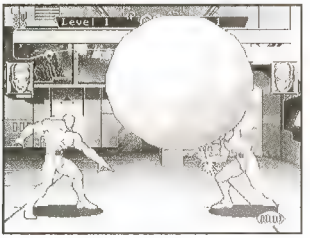
Tracking Beam

Motion ↓ ↙ ←, (QP MP FP).

Iceman

SPECIAL ATTACKS

Ice Ball



Tap (P K).

NOTE: *You must use the same type of punch and kick; for instance, (MP MK)*

Ice Beam
Motion ↓ ↘ →, P.

Ice Fist
Motion ↓ ↙ ←, (QP MP FP).

NOTE: *The Mutant Bar must be at Level Two to perform this move.*

X-POWER

You can perform these moves only if your Mutant Bar is at maximum.

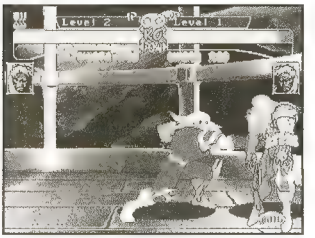
Arctic Attack
Motion ↓ ↙ ←, (QP MP FP)

Omega Red

SPECIAL ATTACKS

Omega Strike
Motion ↓ ↘ →, K.

Life Drain



Motion ↓ ↘ →, (QP MP FP).

NOTE: *Once you grab your opponent, hit P to drain their Life Bar and K to drain their Mutant Bar.*

X-POWER

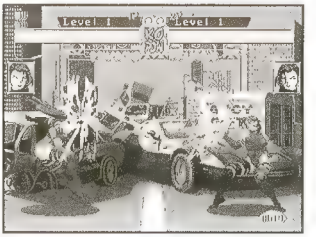
You can perform this move only if your Mutant Bar is at maximum.

Omega Destroyer
Motion ↓ ↙ ←, (QP MP FP).

Psylocke

SPECIAL ATTACKS

Psi Flash



Motion ↓ ↘ →, P.

Psi Blade
Motion ↓ ↘ →, K.

Ninjutu
Motion ↓ ↙ ←, (QP MP FP).

NOTE: *Your Mutant Bar must be at Level Two to perform this move.*

X-POWER

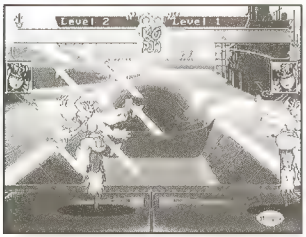
You can perform this move only if your Mutant Bar is at maximum.

Psi Thrust
Motion ↓ ↘ →, (QP MP FP).

Spiral

SPECIAL ATTACKS

Dancing Sword



Motion ↓ ↘ →, (QP MP FP).

NOTE: *The Mutant Bar must be at Level Two to perform this move. To throw one sword at a time, hit P. To throw all the swords at once, motion ↓ ↙ →, FP.*

Teleport
Motion ↓ ↙ ← MP

NOTE: *Your Mutant Bar must be at Level Two to perform this move.*

Power Dances
Motion ↓ ↙ ← QK or MK or FK

NOTE: *The Mutant Bar must be at Level Two to perform this move. QK gives you more strength. MK makes you faster. FK turns you invisible.*

X-POWER

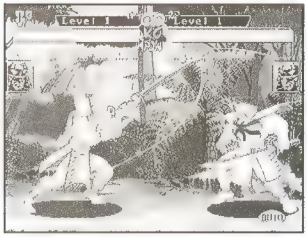
You can perform this move only if your Mutant Bar is at maximum.

Mega Morph
Motion ↓ ↘ →, (QP MP FP).

Silver Samurai

SPECIAL ATTACKS

Sword Slash



Tap P rapidly.

Shuriken
Motion ↓ ↘ →, P.

Power Sword
Motion ↓ ↙ ←, P.

NOTE: *The Mutant Bar must be at Level Two to perform this move. QP conveys the power of lightning, MP the power of ice, and FP the power of fire.*

Spirit Shadow
Motion ↓ ↘ →, (QK MK FK).

NOTE: *The Mutant Bar must be at Level Two to perform this move.*

X-POWER

You can perform these moves only if your Mutant Bar is at maximum.

Mega Shuriken
Motion ↓ ↙ ←, (QP MP FP).

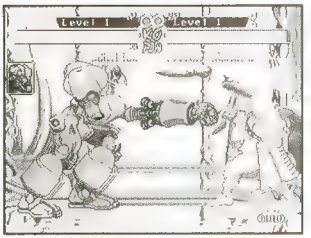
Samurai Shadow
Motion ↓ ↙ ←, (QK MK FK).

Lightning Strike
Motion ↓ ↘ →, (QP MP FP).

Sentinel

SPECIAL ATTACKS

Rocket Punch



Motion ↓ ↘ →, P.

Sentinel Force
Motion ↓ ↘ →, QK or MK.

Sentinel Bombers
Motion ↓ ↘ →, FK.

Sentinel Fly
Motion ↓ ↙ ←, (QP MP FP).

NOTE: *The Mutant Bar must be at Level Two to perform this move.*

X-POWER

You can perform this move only if your Mutant Bar is at maximum.

Plasma Storm
Motion ↓ ↘ →, (QP MP FP).

Storm

SPECIAL ATTACKS

Typhoon
Motion ↓ ↘ →, P.

Lightning Attack
Tap (K P) and move the D-Pad in the direction you want to attack.

Storm Flight
Motion ↓ ↙ ←, (QP MP FP).

NOTE: *The Mutant Bar must be at Level Two to perform this move.*

Storm Wind
Motion ↓ ↘ →, (QK MK FK).

NOTE: *This move pushes your enemy away. Motion ↓ ↙ ← (QK MK FK) to pull your foe toward you. The Mutant Bar must be at Level Two to perform this move.*

X-POWER

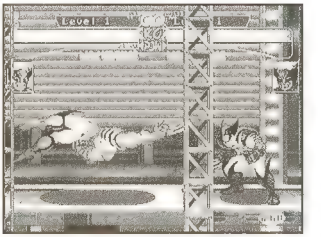
You can perform this move only if your Mutant Bar is at maximum.

Lightning Storm
Motion ↓ ↘ →, (QP MP FP).

Wolverine

SPECIAL ATTACKS

Drill Claw



Tap (K P) and move the D-Pad in the direction you want to attack.

Tornado Claw
Motion → ↓ ↘, P.

NOTE: *If your move connects, continue to hit P to chain the move into multiple hits.*

Mutant Speed
Motion ↓ ↙ ←, (QP MP FP).

NOTE: *The Mutant Bar must be at Level Two to perform this move.*

X-POWER

You can perform this move only if your Mutant Bar is at maximum.

Berzerker Barrage
Motion ↓ ↘ →, (QP MP FP).

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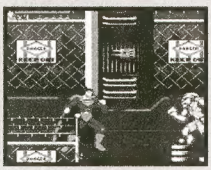

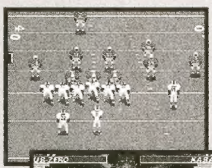

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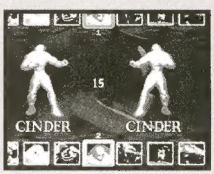

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